

Computer

GAMER

1985 GAME
OF THE YEAR
AWARDS

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Computer GAMES

Transmission 11

Starts February 1988

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Elektragiða Plus

Eighteen software titles for the release of Elektragiða are available for the Atari Mega and an extended Elektragiða for the Commodore 64.

Mediator is a new arcade game with a mixture of platform and action games. Freedom Riders for PC will find your best time against motor bikes and robots mixed with the use of knowledge direct movement. 300,000 Dollars and good time creation.

30 arcade games graphical background and dynamic software a total excellent outside and inside will make this a game to look out for. MS-DOS and \$12.95 disk.

Elektragiða on the Commodore 64 is set to be even better than the Atari version. The extra memory of the Commodore mixed with the increased sound and graphics capability to add to the fun with improved control and play longer and better music sequences and more polygons used. The ultimate in computer control experiments should be out when this issue hits the shelves.

As Unaccustomed to as I am...

BBC owners can now be made speech into their own programs with no extra hardware using a new package from Superior Software called Speech.

Speech is a TASC program that can be installed in memory up to 64K address space RAM/ROM. The program is DOS/1 driven with a narrow character commands with full text to a game or series or phonetic direct.

There are also programs to speed up your file load and save files and create your own words for the TRS-80 dictionary.

Speech is available for the BBC priced at \$49.95 or \$69.95 for all 64.

Elekta — Game of the Year

Elekta's Time has made the top award in the 1988 Game of Year Award. It fought off strong challenges from MIDWINTER MANIA's map of the UK, ghosting Paul and the Girl's "Freaky Games".

Elekta was originally written for the BBC and Microsoft by Amstrad but it was Elekta's Spectrum and C64 versions that will set the value.

Elekta is now available for the BBC, Spectrum, Amstrad, C64, Electron, MSX and Sinclair computers.

For the full report and the results of the other awards turn now to page 14.



Max Headroom

The great based on the film of the same name the first computer generated TV presenter will soon appear on a computer screen near you.

The game is from Quik's drive and plots the history and creation of the character and only Max Headroom and will be available in April 1989 and C64 version.

Amstrad Gremlins

Gremlin Graphics have an excellent collection of three of their best games that will have Amstrad owners reading their night books.

The Amstrad version of Boulder will be available shortly with conversions of Thing on a Spring and Gunplay. Superhigh comes after that in February.

Gremlin also plan to soon have their range of C64 games with King Fu and Kick Head for the day.

Deus ex Machine

Deus ex Machine was one of one of the strongest Spectrum programs of 1984 and is now available for the C64.

6 NEWS NEWS

It is described as a computer entertainment in which you star along with Ben Doby, Francis Howard and Jim Parsons.

The package consists of a computer tape and an 8000 readable which you punch to so you play the game. Even on Mainframe was originally written by automatic key is distributed for the OSA to Mainframe (London).

Electric Dreams are currently working on the computer version of *Space* in the *Future* which will be distributed by Activision.

Theatre Europe

PSS have released the updated version of the new graphical language Theatre Europe.

The game that simulates a third world war complete with nuclear and chemical warfare presented a lot of tactical problems when it was released for the OSA in 1981.

With a new language for the OSA will be back the Theatre and is described as a strategic tactical and arcade level game.

Electric Dreams

SOFTWARE
AND VIDEO CASSETTES
FRANCIS
HOWARD
BEN DOBY
JIM PARSONS
MEL CUMMINGS
DORINA BAILEY
and FRANCIS HOWARD on
DEVSEX MACHINA

A completely new form of computer entertainment. You play the game through an 8000 readable tape which you punch to play. You have total control and you can play on any computer. It is a game of computer games that has and is a record in it for the OSA and is a record, with a unique touch.

QUINN/SHIRE
Ld

Bugbyte Bites Back

The new style Bugbyte re-released in 1982 label by Alpha Drive Software has released for IBM users Mr Magellan for the OSA and Spectrum. Flyer Fun.

Mr Magellan was originally released in 1982 by Microbyte but failed to get the recognition for the game it was. It features 2000 attempts to battle your way up the staircase to heaven with demons and ghosts that appear to block your path.

Flyer Fun is a cover version of the original TRON game for the OSA and features the Bugbyte 8000 and speech on the package a lighter touch for an airplay.

Other Bugbyte 8000 games now on the market include a CD and Mainframe version of the intriguing adventure *Tom Kincaid* using a spectrum, OSA and Spectrum game (excepting 8000) speech on the package and *Survival* with a decoder game.



READERS C-L-U-B

The Computer Game Readers Club is a FREE club open to all readers of Computer Gamer. All you have to do is to fill out the form on this page and send it to:

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GAME OF THE YEAR AWARDS



The response to our first ever Game of the Year Awards has been overwhelming with the first round coming in the office this day and the magazine was shut in the evening!

Some suggestions have been enthusiastically given whereas others have had their leaders from the start. Now the responses in your and all the votes have been counted and here are the results starting at number one the 1988 Game of the Year.

Game of the Year Awards

Game of the Year

- 1st — Star Trek: The Next Generation
- 2nd — War of the Witches: The Ultimate Game
- 3rd — Winner Games (28 Gold)

With over 45 games considered this was surely going to be a close contest. Over the last week of



WINNER

Game of the Year Awards

Best Adventure

- 1st — The Fourth Protocol (Legend)
- 2nd — The Fourth Protocol (Strategy)
- 3rd — Red Moon (Level 9)

Adventure was the first best-selling category in which you submitted the first drafters of a game. A team known as Night's Tear release was to come on Adventure 1988 on board the ship of the art General Sol!

The more adventure is gaining reputation and popularity and getting our readers' votes to it. Another game people to the modern world of adventure.

The Fourth Protocol was chosen the best game in a fantastic adventure led by an American, Joseph's Geller.

Any Level 9 adventure would be well in a readers' poll and Red Moon is an excellent one of their best.

There is was surprised by the number of votes cast for the first only since, since, Double Dragon III and Incredible Machine to the Galaxy which shows a healthy increase in disk content or perhaps people who would like to play these excellent games.

noting what Spectrum's Mike Adams joined their CD-ROM counterparts to make a list Game of the year.

Star Trek was originally written for the IBM and Planets by Microsoft in 1984 and was licensed to Interplay, who have since made this superb game available to CD-ROM. Another IBM and Star Trek title.

Star Trek is a space trading game set in a great galaxy where the planets' goods are slightly more than the planets.

It is probably the most fun of your experience game in the field as a classic trading game. It has the best title the game of the year.



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GAME OF THE YEAR AWARDS

GAME
OF THE
YEAR
AWARDS

Best Arcade Adventure

- 1st — Knight Lore
(Ultimate)
2nd — Franks Down to
Hollywood (Kluge)
3rd — Wizardy (The Edge)



Arcade adventures have become a class of game in their own right. In 1982, with the introduction of games that have both the graphics, solving of puzzles, and as well as the arcade action.

It is therefore fitting that Knight Lore should win this award since it was the first true arcade adventure.

Franks Down to Hollywood a close second, it probably was the best licensed game based on a true book or in this case rock band Finley Wizard, dry stone the way ahead with the introduction of dialogue and dialogue type topics into an arcade adventure.

GAME
OF THE
YEAR
AWARDS

Best Arcade Game

- 1st — Side Sweeper
2nd — Gyroscopic
(Mikoyan Games)
3rd — The God Game

Side took the field in early 1982 in the category best Gyroscopic made a moving challenge but it wasn't enough to beat Side.

The God did remarkably well considering it had only just appeared in the shops. Superior's Devil's Star was close behind.



GAME
OF THE
YEAR
AWARDS

Best Sports Game

- 1st — Way of the Exploding
Pist (Melbourne House)
2nd — Winter Games (J&E)
3rd — Boxing Destruction
3rd (Arctangent)

This was without doubt the closest contest of them all between Exploding Pist and Winter Games.



The lead changed between these two a total of 24 times and for most of the racing periods they were never more than a handful of miles apart. In the end it was probably the fact that Exploding Pist was available for more machines (200 Amstrad, Spectrum and also the way the award for Melbourne House.

Way of the Exploding Pist was the first and arguably the best game to ever to appear in 1982.

In third place Boxing Destruction 3rd is a little different from the standard racing game as the player's only function here is to use the various weapons to his discretion.

GAME
OF THE
YEAR
AWARDS

Best Platform Game

- 1st — Improved Mr. Mission
(J&E)
2nd — Monte on the Run
(Cranky Graphics)
3rd — Wizard (Arctangent)

This category was the first to be decided with the possible Mission sweeping it with Monte on the Run but it was never going to be enough.



The original C&A version of Improved Mr. Mission is best remembered for its hilarious graphics and laughter and bood sound, but Monte on the Run proved to be a harder game over The Spectator version takes the lead but still remains a wonderful game of familiar games, expert controls and even killer robots.

Wizard, in third place, is an interesting game that adds a different twist to the well loved and classic top-down to protect the game's life.



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Best Strategy Game

- 1st — Archon (Atari)
- 2nd — Chess (Kangaroo)
- 3rd — Crusade in Europe (Atari)

Three completely different strategy games tied a very close battle for this year's Best Strategy Game award. Archon, Chess, and Crusade in Europe are all excellent examples of strategy and provide your skills with a new twist. Archon is a fantasy chess variant in which each piece is a creature with different strengths and weaknesses and you have to liberate lands for every square.

Crusade in Europe is a more orthodox computer strategy war and Tactics Europe will attract considerable publicity over its simulation of a nuclear war.



Best Software House

- 1st — US Gold
- 2nd — Melbourne House
- 3rd — U.S. Gold

There is no great surprise in this result with three major publishing houses (US Gold) giving in 1985. US Gold, Melbourne House, and U.S. Gold were all winners of the Best Software House award. US Gold were voted a few surprises further down the list.

The final was the number of votes received for American software houses. US Gold and U.S. Gold were the final order.

A few more surprises: US Gold, Melbourne House, and U.S. Gold were the final order. US Gold and U.S. Gold were the final order. US Gold and U.S. Gold were the final order.



Best Commodore 64 Game

- 1st — Winter Games (J&H)
- 2nd — Elite (Firebird)
- 3rd — War of the Witches (Pit)

Winter Games shined, shined and looked to stay there by featuring a

greatly revised and updated graphics package.

This is the latest and best in the Sports series of Olympic style games that started with Summer Games II.

Best is the following: this year's game has a brand new graphics package that managed to keep Elite's lead.



Best Coin-Op Machine

- 1st — Commando
- 2nd — Paperboy
- 3rd — Marvin Madness

Three sports arcade machines tied for this year's Best Coin-Op Machine award. Commando, Paperboy, and Marvin Madness were all winners of the Best Coin-Op Machine award. Commando, Paperboy, and Marvin Madness were all winners of the Best Coin-Op Machine award.



GAME OF THE YEAR AWARDS

GAME
OF THE
YEAR
AWARDS

Best Spectrum Game

1st — *Wing Commander*
2nd — *Way of the Wizard* (Mikrosigma
Games)
3rd — *Yas Del GDA*

Another award for Epic as a series of Spectrum owners set up a public trading competition. Several owners failed the time to finish and lose some opportunity to *Way of the Wizard*. *Way of the Wizard* was then victorious in the last five days of voting through people's hearts and minds. *Yas Del GDA* is just a few third place.



PHOTOGRAPH

GAME
OF THE
YEAR
AWARDS

Best BBC Game

1st — *Warrior & Dragon*
2nd — *Very Atmospheric*
3rd — *Knight Lore*
(Ultimate)

Supreme's *Warrior & Dragon* swept the BBC field with ease out of the running (released in 1984). *Very well* the year for second place of the BBC related series with *Of Knight Lore* took third.

GAME
OF THE
YEAR
AWARDS

Best Amstrad Game

1st — *Way of the Exploding*
Farley Corcoran (Jones)
2nd — *Barney* (Virgin)
3rd — *Loopy's Luggage*
(Anglia)

Amstrad owners are so victory a recent battle with *Exploding Farley* leading up the opportunity in first place. *Barney* was only an average game in the C64 version. It's because an excellent arcade adventure when converted for the Amstrad.

Another arcade adventure took third place which features 3D rooms and two characters to play simultaneously.

GAME
OF THE
YEAR
AWARDS

Best Atari Game

1st — *Superman* (Atari)
2nd — *Space Invaders*
Bank roll (Atari)
3rd — *Rescue on Fractalus*
(Atari)

High speed arcade action captured the votes in this category with the re-released (at an affordable price) *Superman*. But losing second place third place was a fairly tight contest between the elegant *Rescue on Fractalus* and *Bank roll* and *Space Invaders*.

Next Month — See if you won the C64 for sixth a fabulous Commodore 64 pack including a C64, cassette and printer or a Amstrad PC 1640.



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GYROSCOPE

Will Gyroscope have the success of Marble Madness? Mike Roberts has an in-depth look at both games.

In the beginning was the word, and that word was "game." The word was said in 1970 by the genre, and the game was created. And Atari looked upon the genre and saw that it was good, and gave them the game we know as Marble Madness.

Marble Madness took the arcade world by storm in the early part of 1980 with its addictive graphics, essential graphics and total 3-D graphics — something something rare in the day of the 16-bit era.

Control was by the Atari joystick. The Atari joystick was used to move a player with a joystick after an obstacle was moved. The player could play in one-way or two-way.

The computer operating the game is based on the Atari 16-bit technology and has a graphics, sound, and processing power up to that of the new Atari 2600. For an official Marble Madness on the Atari 16-bit (see page 10).

The concept behind the game is something a new one. It's something that makes you feel like you're in the driver's seat. You want the ball to go. By doing this you can control a ball down a complex maze of walls, traps, and obstacles. The game is very easy to learn and very hard to master. It's a game that is a great challenge for the player and a great challenge for the player.

The computer game Gyroscope definitely has some similarities to the Atari game, and they differ in some ways.



Old Gyroscope — several mazes and many traps.

In all varieties of Gyroscope, your character is based on a gyroscope. The gyroscope is a ball that is in a maze. It is so simple to move. The gyroscope is similar to "Madness," but the ball is not a ball, it is a gyroscope. The gyroscope is a ball that is in a maze. It is so simple to move. The gyroscope is similar to "Madness," but the ball is not a ball, it is a gyroscope. The gyroscope is a ball that is in a maze. It is so simple to move. The gyroscope is similar to "Madness," but the ball is not a ball, it is a gyroscope.

The difference between the Commodore and the Atari version is mainly one of quality. As explained earlier, the Marble Madness machine has quite a high level of hardware. A gyroscope user will find that the Commodore user will

have to make do with a ball. The Atari Gyroscope does the ball. The Atari Gyroscope does the ball. The Atari Gyroscope does the ball. The Atari Gyroscope does the ball. The Atari Gyroscope does the ball.

The Commodore version is made up of four screens. The Commodore version is made up of four screens. The Commodore version is made up of four screens. The Commodore version is made up of four screens. The Commodore version is made up of four screens.

On the Commodore game, you get full control. On the Commodore game, you get full control. On the Commodore game, you get full control. On the Commodore game, you get full control. On the Commodore game, you get full control.

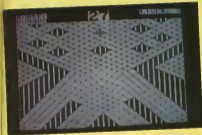
In fact, to really play the

Commodore Gyroscope, you have to have a Commodore 64. The Commodore 64 is a 16-bit computer. The Commodore 64 is a 16-bit computer. The Commodore 64 is a 16-bit computer. The Commodore 64 is a 16-bit computer. The Commodore 64 is a 16-bit computer.

Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball. Sometimes you can get a ball.

The Atari version is made up of four screens. The Atari version is made up of four screens. The Atari version is made up of four screens. The Atari version is made up of four screens. The Atari version is made up of four screens.

I think I have written you the whole thing. I think I have written you the whole thing. I think I have written you the whole thing. I think I have written you the whole thing. I think I have written you the whole thing.



Spectrum Dyrnago — a little ragged around the edges

you fired by pistol instead. If your gyroscope gets put in one of these high places that there is only one item or couple of places that it can move aside the top edge of it. This is that you can only move in one direction and the game seems to save your gyroscope from some way or another and save that as your first movement when you restart. As your last movement was before you killed you you can restart.

Collision detection (that you moving or going in a bit at that point on the Spectrum) is good all along as much as possible, as long as you don't have any more than you can.

The Commodore version also had their version a bit shaky around the edges by leveling along the right side of the track. This sometimes by a bit more down on the right of a ramp and a bit shaky on the left.

If Commodore people get a bit confused halfway through level three here's a way.

The data for the levels seems to be stored in a compressed format. Only a certain amount can be held 'around' in memory at one time. Level three is long as level one and two so halfway through level three it stops because the rest of the level can't be stored. Here you can get stuck the next level will then take the LEFT path and keep going off the screen along that. Think retranslating to avoid the magazine so that you don't get thrown off the edge.

With both these versions should end as if you had finished the level, picking up treasure etc. However, the level continues as if nothing had happened.

On the Spectrum and Amstrad versions you have to watch out for things are particularly noticeable in a couple of the levels where the only possible route is quite close to an edge. This is because if you touch the side of a screen, you will bounce off with some force usually over the edge but you were trying to avoid.

The Amstrad version is a straight copy of the Spectrum game although it is easier to play because the graphics and collision routines are better defined. This allows you the luxury of being able to start across narrow edges and know exactly where you are.

The sound is really not true of the BBC and BBC two versions which offer you a pair of 20 screens. They are better than the original but that allow you to actually play through the game completely.

Despite this interesting

feature it is an addition that you will keep on playing until you finish it.

There are now two of format versions of Dyrnago available covering the popular magazines (Spectrum) and the top. One disk and BBC/Amstrad and each offers the players a different challenge.

Meanwhile in this magazine we have featured Malvern House's bookkeeper, Lord of the Rings and the game everyone's talking about but Dyrnago is the one that everyone's playing.



Amstrad Dyrnago — a copy of the Spectrum version but easier to play

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Control the "Desert Fox" and enjoy the game from your point of view. Control the "Desert Fox" and enjoy the game from your point of view.



Control the "Desert Fox" and enjoy the game from your point of view. Control the "Desert Fox" and enjoy the game from your point of view.



Control the "Desert Fox" and enjoy the game from your point of view. Control the "Desert Fox" and enjoy the game from your point of view.

In the following pages you will find all the rules and operations required to play Assault on Argon with two new alien races and the game.

New Alien — The Fungus

The standard rules of Assault on Argon (see special last month) apply except where stated below.

The Fungus is an alien, intelligent lifeform that needs to dominate planets by occupying one of the cells surrounding it on the cell board. Fungus is covered until spores are produced which are then placed upon the next planet where the host planet contains

either an Alien and the other Argonauts under the same. (A first spore appears.)

To begin the game the Argonauts are placed on planets and the first spore appears on the map anywhere further from the home than the remote spore position. There are three for each spore if the result is a tie. It moves to that position instantly and it stays in the position, as indicated by the stars next to it. (See the 12 squares (Number Two 2000) if

ASSAULT ON ARGON EXPANSION KIT

This month we expand the fantastic free poster game given away with last month's Gamer by adding two new alien races — a deadly fungus and Zaroc's ultimate weapon the Cybertron.

Game designed by Tony Matthews and Geoff Rowell.

that takes it off the map the spore is lost.

Each spore that has not yet been produced then are placed on the 1 to 6 rings which are placed in a square that is either edge next to the spore or the fungi nearest to the main group.

Movement

The Fungus doesn't move as such. It just spreads across the planet according to its life span.

Attack and Defence

Each fungi can attack an enemy in an adjacent square with an attack strength of 1. One and has a defence strength of 1. It is a score stacker with 4 die

and has a defence strength of 20.

Spreading

Each turn the fungus spreads by adding the number of spore fungi produced by each spore being spores already containing a fungi or not adjacent to the fungi or the spore.

The number of fungi created depends on the size of the colony due to the total number of fungi created produced by one spore and is determined by choosing a die on the spread table.

Each may produce each turn depending on the spread and so there may be up to five different colonies. If two or more are created then they form a

higher colony which scores due to the table will spread even faster.

Note — if a fungus spreads so much that the fungus colony has no space then the fungus player has the option of leaving existing colonies in place the fungus does to allow another part of the same fungus to grow.

How to win

As in the original game the object of the game is to destroy the other by having the highest strength of 40 by attacking enough colonies. In the Argon game you must expand the fungus to achieve the objective to win the game.

The Argonauts can defeat the Fungus by destroying the spore by using the defence of defence die to resist the spore and prevent spreading. Individual fungi in colonies will show how the spread but to win the spore must be destroyed. (Note) If the Argonauts reach 40 points a die between score and be more than most fungi are lost.



Fungus Spread Table

Fungi in colony

New fungi created

1-2	2
3-10	4
11-18	6
19-20	10
21-30	15
31-40	20

W
W
T
astic
last
new
and
iron.



The Fungus — Turn Sequence

- 1) Fungus spreads
- 2) Fungus attacks
- 3) Carries Crickets
- 4) Argonians capture carrots
- 5) Argonians capture pigs
- 6) Argonians capture sheep
- 7) Argonians capture cow drovers
- 8) Wind blows

Sirius Wind

The Sirius Wind has its usual wind effect on both the Argonians and the Fungus.

Game sequence

As in the original Assault on Argonia, the game is played in a series of turns. Usually ending in a draw when neither player is allowed three to Argonia resources in a single different turn sequence.

Good, bad, or neutral events of the Argonians affect the Fungus more often than on the way.

New Alien — The Cybertron

Ever getting tired of playing in his feet attempts to capture Argonia and invade in his ultimate killing machine — the Cybertron.

Setting up

Once the Argonians have already developed Serro

Missiles — Cost 50 maximum 5

Each power level range missile can be fired once per game. Use about a target with 5 attack dice and also create a very slow attack which cannot be avoided.

Laser Turrets — Cost 40 maximum 4

These deadly turret can attack a target with 2 dice up to four squares away. They can rotate to attack a single target.

Photon Cannons — Cost 10 maximum 5

These are primarily used to play defense in the Cybertron way such as attack troops, infantry and those they attack with 1 die and target dice used in the Cybertron. They are divided into left and right turrets which show which side of the Cybertron they are fired. Consequently only 1 die type can be used in this.

Power units — Cost 20 maximum 7

These are essential to power the Cybertron and its weapons. A minimum of 1 unit is required to keep the weapons from being used and one to the number of squares the Cybertron can move each turn. Power, apple 4 power units will take the Cybertron to move 5 squares each turn. Multiple units are needed to attack — if captured, you should place the appropriate resources should be placed face down on the Cybertron mat. Note — the attack resources are provided on both the Argonian

doesn't realize for that he is on until postage is too late.

During the game the Serro should only reveal the required numbers as necessary. For example when a laser turret fires the appropriate number should be called out.

Cybertron movement

As mentioned earlier the Cybertron's movement is determined by the number of power units it has on board. Instead of to power the weapons. With the Cybertron, moves are controlled number of power units. Weapons should be turned over on the board. It is crucial to remember that only the exact number of units need be revealed and that the Cybertron can move at any speed up to game end. Note: This means that if you had 7 units the player could move the Cybertron up to a maximum of 6 squares a turn. However, he may decide to move as many as 7 squares a turn, ending the game at a crucial moment in the game.

The Cybertron can use its movement as a weapon as it can crush any alien invader in its path. But it must be done to do this.

Cybertron Attack

During the attack phase in each turn the Cybertron may use up all its weapons including the resources as necessary.

They begin the game with all weapons activated and with no funds on the board.

In the first turn development and begin and the Argonians also discover for the number of units and make this a power the set for help.

The Cybertron is placed on the Great Inland Way — as an Argonian the Argonians can set up, only as they finished a previous game of Assault on Argonia.

The Cybertron

The Cybertron is a massive machine of destruction armed with missiles, lasers and photon cannons that is almost impossible to stop. Before the game begins the Serro player sets the Cybertron with the equipment dice. It is crucial to remember to reveal and develop the items.

Each unit of equipment has a point value which reflects its value and you have a total of 200 points to spend.

The types of equipment, their cost, and use are detailed below.





Cybertron Defense

Each turn, whenever the Cybertron has a defense rating which is printed on the number alongside the attack die, when a program for example a laser turret, has a defense of 50.

Winning the Game

The Cybertron wins the game simply by reaching the home where it resides in The Arzonian turn map.

Attacking the Cybertron

The Arzonians don't attack the Cybertron directly, instead they must use the individual weapons and power units that they do through tactical combat. If they use the appropriate number is returned.

An explosion caused by the destruction of an air plane should result in an attack of 0 from any Cybertron units not located in the center.

Sirus Wind

The Sirus Wind has its normal deadly effect on Arzonian units, except spaces and ships, but has no effect on the Cybertron.

Game turns

As in The Fantasy Game

Each objective is required to equal for the Cybertron special abilities. There are no enemy planes, ships or weapons systems have been destroyed.

Finally, each month we have a table of all the units in Arzonian on Arzonian and their attack, defense and movement factors.

The Cybertron — Turn Sequence

- 1) Cybertron moves
- 2) Cybertron attacks
- 3) Arzonian defenses move
- 4) Arzonian defenses attack
- 5) Sirus Wind moves



24

Type	Attack die	Defense	Movement
Boats	1-2	7	1
Arzonians	1-1	20-40	1
Naval Carrier	1-1	20-40-10	1
Lava cracker	2-7	7-7	2-2
Magik stick	2-7	2-4	2-2
Defense Turret		7	1
Cybertron Droid	1-1	20	1
The Bomb	1-1	20	1
Arzonian	1-1	20	1
Droid Carrier	1-1	20	1
M-1 Arzonian Rocket	1-1	4	1
M-2 Arzonian Rocket	1-1	4	1
M-3 Arzonian Rocket	1-1	4	1
M-4 Arzonian Rocket	1-1	4	1
M-5 Arzonian Rocket	1-1	4	1
Arzonian Space	1-1	4	1
Planet	1-1	20	1
Planet	1-1	20	1
Cybertron Marsden	1-1	20	1
Cybertron Laser Turret	1-1	20	1
Cybertron Planet Destroyer	1-1	20	1

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LORD of the Rings



Adventurers everywhere have been waiting for the game based on Tolkien's classic the Lord of the Rings. Gordon Hamlett takes an in depth look at Melbourne House's sequel to the Hobbit and decides it's worth the wait.

If a piece of a green door is placed in a yellow window and a yellow wheel is hung from the top, there is a chance of gold being made. Gold is money. If you spend money, things begin to happen. You can get out of the game's dungeon, there are obviously a dozen tons of Melbourne House's expert adventure game. The Hobbit almost as soon as it was released people wanted to know if it had more to offer than the Hobbit. The Rings was what it would be ready. Well, they did and it is.

Or rather, the first part of it is. It is the complex, top of Tolkien's master plan, there is no way that it could be compressed into one program. So, as the book is in three volumes, so will the game be and each one of the volumes for one of the books — The Fellowship of the Ring.

The package (which is the Hobbit) that I have here opens at just under 400 pages and contains a copy of the book in 30 pages of instruction, book and two manuals. The game is split into two parts which will be played, depending on if although it is recommended that you purchase part one first as there are certain objects and characters



that would prove useful to you. There is also a book that has various included so that you can introduce your little bookish or sister for reading (and sleep) to the joys of adventuring.

You play the part of Frodo — a Hobbit. You have been given a magic ring by Miss Maggot (the one that he found in the book) game. The Hobbit. You must choose to be taking it to Mordor, land of the evil Sauron. It is the mission of the wizard magic ring (known in general terms) "the ring to rule them all, one ring to feed them, one ring to bring them all and in the

business that there' as the game goes. There are many. The ring can only be destroyed in the book of Down (although you won't reach there until game three). It has a special power which is to make the Sauron invisible when worn but he cannot do so. You see it, the more you will fall under the spell as you have discovered that you have the ring and Sauron is ready to take.

You are not expected to perform this mission. You have a team of three of your friends (and a help you have and Pippin not present) at the start and you should meet every day on 10.



B.B.B. BOUND TO BE A HIT.

All levels of fun make this torture excellent value for money. News rating. Definitely one of those just another go games. Game of the month January - Computer Gamer

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Dungeon Dressing

Gordon Hamlett follows up last month's 100 million adventure plots with tables to generate an adventure dungeon.



Last month, I gave you a few ideas for about 100 million or thereabouts! Here is a follow up, and some methods of creating a dungeon to set your story in.

The tables are mostly self-explanatory, but there are a couple of ground rules. The most important of these is to use your own own sense! If you only have room for a 10'x10' chamber and the table suggests an area of 40'x20', then obviously you should ignore the table! Also, start your map in the center of the page! If you don't, God's Law says that the changes will double back on themselves and go out the other side! Finally, you will find it easier if you start off in a large room! Remember to include a staircase up to ground level!

These tables are not intended to do everything for you. You will have some ideas of your own that you will want to incorporate and you should set them out first. To help you have an easier time, refer to previous and future Dungeon Dressing articles.



TABLE 1: PASSAGES

1-4	Continue straight (10-20 ft)
5	Turns left (10-20) ft
6	Turns right (10-20) ft
7-14	Door — see table 2
15	Wall end
16	Wide passage left
17	Wide passage right
18	Open space
19	7 junction
20	Special — see table 2

TABLE 2: PASSAGES — SPECIAL

1-3	Gate
4	Fl
5	Other trap — see table 20
6	Secure up
7	Secure down

TABLE 3: LOCATION OF DOORS IN PASSAGES

1-3	Left hand wall
4-6	Right hand wall
7-9	In front
10	Special — see table 4

TABLE 4: LOCATION OF DOORS — SPECIAL

1	Double doors
2	Overhead door
3	Secret door
4	One way door
5	Locked door
6	Magically locked door

TABLE 5: SPACE BEHIND DOORS

1	Passage left
2	Passage right
3	Passage front
4	Passage left and right
5	Passage left and front
6	Passage left, right and front
7-11	Circle shaped room — see table 6
12-14	Rectangular room — see table 7
15	Triangular shaped room — see table 8

TABLE 6: SQUARE SHAPED ROOMS

1-3	10 x 10 ft.
4	20 x 20 ft.
5	30 x 30 ft.
6	40 x 40 ft.
7	50 x 50 ft.

38

TABLE 7: RECTANGULAR SHAPED ROOMS

1-4	10 x 20 ft
5-8	10 x 30 ft
9-12	20 x 30 ft
13-16	20 x 40 ft
17-20	30 x 40 ft
21-24	30 x 50 ft
25	50 x 50 ft

TABLE 8: UNUSUAL SHAPED ROOMS

1	Circular
2	Irregular polygon
3	L-shaped
4	Room has a gallery
5	Room has alcove
6	Room has hole of corners. Draw anything that fits

TABLE 9: NUMBER OF BEATS IN ROOM — APART FROM ONE ENTERED BY

1	None
2	One
3	Two
4	Three
5	Special — see table 10

TABLE 10: NUMBER OF BEATS — SPECIAL

1	One concealed
2	Two + one concealed
3	Three + one concealed
4	One secret
5	One + one secret
6	Two + one secret

TABLE 11: LOCATION OF DOORS IN A ROOM

1	Back wall
2	Left hand wall
3	Right hand wall
4	Opposite wall

TABLE 12: CONTENTS OF ROOM

1-4	Human living quarters — see table 13
5-8	Human working quarters — see table 14
9-11	Monster's lair — see table 15
12-20	Place of worship — see table 16
21-25	Shop
26	Food/restaurant/beer
27	Stables
28	Storeroom

TABLE 13: LIVING QUARTERS

1	Bedroom/sleeping area
2	Bedroom/sleeping quarters
3	Living/recreation area
4	Bath/room

TABLE 14: WORKING QUARTERS

1	Armoury
2	Alchemy
3	Blacksmith
4	Magical user
5	Thieves guild
6	Workshop/craftsman
7	Warehouse
8	Laboratory
9	Library
10	Stable

TABLE 15: MONSTER LAIR

The type of monster depends entirely on what sort of problem you have set in your scenario. There might be holes of entrances such as eyes and goblets which have concealed parts of the dungeon. Creatures may be in the way of human masters or several dragons guarding a wizard. There is the magical chamber defence of traps and spells. The wizard may be protecting his 800 gold chest. An enemy may be trying to earn his own money as a mercenary or there might just be ferocious dragons that no one else dares go near.



TABLE 16: PLACES OF WORSHIP

1	Altar
2	Chapel
3	Temple
4	Cathedral
5	Crypt
6	Oratory

TABLE 17: WHETHER A ROOM CONTAINS TREASURE

1-8	Yes
9-10	No

TABLE 18: TYPE OF TREASURE

1	Gold/silver with no practical use
2	Weapon
3	Weapon
4	Food/drink
5	Item to be used later in the quest
6-10	Information

TABLE 19: TREASURE PROTECTED BY

1	Locked container
2	Trap
3	Minotaur
4-6	Other monsters/battles
7	Scorpions and various creatures
8-10	Nothing

TABLE 20: TRAPS

1	Arrow/tear trap
2	Falling blocks of stone
3	Rolling wall/perforate
4	Poison gas
5	Harpoon gas
6	Death
7	Explosion
8	Pusher/receiver
9	Trapdoor/chase
10	Wateroom

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ADVENTURE

ADVENTURE R·E·V·I·E·W·S

Title: Causes of Chaos
Computer: C64
Supplier: CRL
Price: \$7.99

Filed as the first multi-player adventure for the C64, Causes of Chaos sees you trying to recover the six pieces of the crown jewels that have been stolen from King Arado of IX by the evil Count Vladimir.

You can play the adventure singly or with one to four other players. It is just a straightforward but adventure or you can log onto up to five other people. You are asked how many names each player can make (up to 20 before for sure) and a player does not have to use all of his names but can make as many words as the system of scrolling the screen. One scrolling feature is that incorrect inputs

misspell words or using words not understood by the computer counts as one of your losses.

You can attack other players if you wish to. Death is resolved by waiting for a "Strike now" message to appear on the screen and then pressing a second key before your opponent hits his. This continues until one character is dead or withdraws.

The atmosphere created by the game is minimal in the multiplayer game for the sake of a keyboard layout which is totally functional. You can get items but these tend to be of the "Don't swim in the lake

twich is full of piranhas" variety. The parser only shows the first three letters of a word and so the vocabulary is quite limited. The game will guide and tell you whether to call the multiplayer aspect "friendly." I find it odd. The idea of being neutral in the room while the other people make their moves seems quite like warcraft. Sorry CRL, I don't like this one at all.

PLANET BAYBIO

Scoping
Antispace
Latitude
Value too many

8/8
1/2
1/2
1/2

MAGICIANS CURSE

31. As you are walking down the street in the city you are accosted by a beggar who demands "Give me the gold!" You suggest 1000 but after the beggar's usual rant about how he always ends up with nothing, you decide his demand is a little high. Do you give him any money?
Yes = 8
No = 17

34. The words "this cat here and you see a crowd reacting with a wave rise in the center. Looking a notice, you walk to the policy. Which had one of the trading companies of a dear up to the last. They must stop to watch.
The inevitable Oh yes = 20

To go 1 = 19
To go 2 = 8
To go 3 = 21
To go 4 = 20

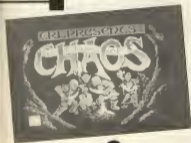
35. The girl had an IQ of 11.18. You had however recaptured and from the forest returned your own words to that regard. How do you feel?
If you wish = 10
If you lose = 21

36. You are lost in the dark woods but this time some lights flash.
Go? = 20

38. Tonight the house of the great wizard is empty. You find a small room containing a freshly laid and a beautifully crafted magic stone you + 1 on your face.
Oh no = 8

39. You are lost in the dark woods.
To go 1 = 27
To go 2 = 8
To go 3 = 22
To go 4 = 20

37. You enter up the lonely place in the heart of the forest. You hear the great wizard's voice. He says "Welcome to my home. I am pleased to see you. All you have to do now is find the ring. Don't hope that you can find the house of the wizard."



ADVENTURE

Traverse one and climb to find apple and tape is.

The result is a bewilderment adventure packed with hidden puzzles set in locations that are not only described fully in text but also illustrated with graphics.

Then as an added bonus the game includes a multi-media feature so that you can examine and compare the pictures side by side.

You betta the game really broke and so your first task is to get some

cash. This can be obtained from the hospital by selling some of your non-essential body parts. Although gruesome this is essential as you will soon run up debts. Once you reach here you'll be arrested and brought to pay off your creditors. Overworking in the back is just as a profit in causing the police to come quarterly, you will probably be fined (able treatment).

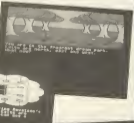
It took me about a year anywhere in the game and still was with the free hand

about that level I will need to adventure constantly about. I have now progressed and progressed further but you'll have to find your own way.

You'll find the challenge will worth the effort.

PLANET BATINGS

Storyline 4.5
Graphics 3.5
Language 3.5
Value for money 4.5



with the game and I got just a black box game to the other side which means that you going to read out and get the job done.

This is the best of the new adventures. You'll need to play this game as it is without doubt one of the finest adventures ever written for the MSX and it develops higher needs.

PLANET BATINGS

Storyline 5.0
Graphics 5.0
Language 5.0
Value for money 5.0

43 The last thanks you previously and decide to head off in the opposite direction. The King is tested one of his subjects. Extract one from all your previous life will be to 12

44 This message leads to the quarters of two old wizards. They are an instantly surprising you must fight them back to back. They are 12:12 of 7:11 and 8:11 if you win - 12 if you lose - 12

47 You are in the Dancing Goddess but how long. You look a room for the first and second the second possibly and coming up the serving maids. Although the maids that you have to find there are some strange people and in the back there but you are prepared to see more. As you get more and more drunk, so you become free with your money and when you reach the next morning you find that your previous master is gone and the maids to 12 - 8

48 The old thanks you for your troubles and want to be sure to look after you if you are in full need of the palace. With that he will make you the king. To be - 11

49 The message returns to the next morning. From your own of your own. You have a message on the map is coming a huge red drops from the ceiling and you are badly damaged. You are placed in a room where you will the message is to bring you a golden sword. They don't want to be they bring you off to the king's room. To be - 11



45

MAGICIANS CURSE

20 The path continues over the hill where a large piece of wood is stuck in the ground. An enchanted sword glows. You discover that it is a talisman that will change your thoughts and you go down the hill. Do go — 27

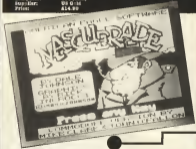
21 You get thrown into a dark dank chamber. At your feet you see a message to the floor. You see that you have slain. Chained to the wall is a statue. It looks to be a pretty figure. You see the sword. It appears to be yours and you think that if you will only take it you will help your escape. If you see the sword you will help your escape. If you see the sword you will help your escape. If you see the sword you will help your escape. Do go — 30

22 The path continues to the woods until it comes to a fork. A small cave is marked off with a sign that says "Go on a little way. It is a wonderful place. It is a wonderful place. It is a wonderful place. It is a wonderful place. Do go — 18

23 You are led to the main woods. Do go — 27 Do go — 27 Do go — 27 Do go — 27 Do go — 27

24 You are traveling down your path. You see a small cave. You see a small cave. You see a small cave. You see a small cave. You see a small cave. Do go — 28

Price: \$24.95
 Computer: IBM PC
 Language: English
 Rating: 4.5



The game continues the series of all American adventures with a detective character called Magnum. In it you play a detective on the trail of a Mr. Big. You probably got your idea of them because your cops are lined up by the discovery of one of his hoods who you find to be a really hard. The adventures begin with you searching over the streets of his body in his room.

Following the body gives you a new face in order searching from his cell. You get a mysterious message box, a telephone message, a parcel containing a message and you get a message. You get a message. You get a message. You get a message. You get a message.

Your problems double as you discover a string.

When you get to the end of the game, which is the freedom of the streets. You get a message. You get a message. You get a message. You get a message. You get a message.

The game is illustrated beautifully by some superb graphics. You get a message. You get a message. You get a message. You get a message. You get a message.

Actually playing the game will require some time. You get a message. You get a message. You get a message. You get a message. You get a message.

A good adventure which makes a perfect change from number bashing and alien tapping.

FLIGHT RATINGS

Graphics	4/5
Atmosphere	3/5
Difficulty	3/5
Value for money	3/5



44

turbo esprit

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Admittedly, as an article PBM games can be a little expensive with charges being made for the paper which adds on the time and a fee for each letter that is sent.

PBM UPDATE



Start the New Year by playing a PBM game. Computer Gamer and KJC games offer you the chance to try one for only a £1.

Special Offer

KJC games and Outer have wanted up to offer you the chance to try a PBM game for a fraction of the normal cost.

The game in question is called It's a Crime and while you as a journalist have try to get control of the American city. Unfortunately about 600 other boys have the same plan so you'll soon find a need for your page of stories.

It's a Crime will normally cost only £1 but it's worth noting if one of the special games to play that we are offering you the chance to try it for only a £1.

This £1 will cover the whole of your entry for plus year first 20 turns. Plus it you receive the first 500 to take advantage of this fantastic offer you'll get an extra 2 free turns. That's a total for plus four turns for only a £1!

All you have to do to sign up for the game is to fill in the coupon below and send it to It's a Crime, Computer Gamer Office, No. 1, Dodder Square, London W1R 3AB.

Remember the first 500 get an extra 2 free turns so send your coupon to us to say "It's a Crime" on each an offer would be a criminal.

Important

Taking advantage of this offer does not commit you to play a full game of It's a Crime. If you haven't enjoyed playing for the end of your turns then you can quite simply drop out of the game.

That we feel is unlikely and if you decide to continue playing the cost will revert to the usual 5 turns for £1.



It's a Crime, Computer Gamer, No. 1, Dodder Square, London W1R 3AB

I would like to play a game of It's a Crime at the special Computer Gamer price

Name

Address

Age

I enclose a cheque/postal order addressed to KJC Games for £1.



ADVENTURE HELPLINES

More help for ailing
adventurers plus news of
the first British PBM
convention.



Dear TT,
I have read your series of articles on PBM games with great interest and appreciate how they can be made complete and enjoyable when computerised adventures games. My problem is how do I choose which game to buy and do I have to commit myself to a game that could last months?

Henry Galt, Brighton



Answer: Your letter is typical of many that we have received since we began PBM updates in June. Choosing a PBM game is much the same as choosing an adventure: look around until you find one that appeals to you and there's plenty to choose from.

But maybe you can run a whole line of adventures in titles of Greek or other, such as Hercules or perhaps be a gangster leader in such a new game called Mike Gomez.

The answer has been specifically written as a guide for people new to PBM gaming and so much to be considered and then put to play. We at Games 'n' more made it even simpler and you should find it useful either to join the game or, the issue.

Most PBM computer will ask for money from you to cover the cost of a few hours. This is usually about £10 and is mainly for convenience only as you don't have to send money every time you need to play online. It also covers for the special expense (for example the rental of a printer) that can occur without warning.

When you join a game you don't have to commit yourself to playing it for an indefinite and you can drop out if you find you don't like it. Normally the only effect the game has on the receiving players and so should be avoided if possible. However I feel that once you start playing a game you'll be hooked for life.

Stop Press

We've just received information about the first British PBM convention. Set to be held on February 19th at the Regency Town Hall in London. The current wave reaction in Technology and telephone on the Victoria line.

This looks like the ideal place to meet and talk to PBM experts and gamers and to sign up for a game. Hopefully some the computer will be offering a free taster to anyone signing up for a game on the day.

The convention will cost £7.00 to get in and further details are available from the show organizer Mike McWherry, 2 David Court, Langston Road, London NW7 6SW.



Dear TT,
Can you please help solve a problem I have in 'Sorc'. There is a room in the castle that I cannot enter because I am carrying too much equipment. But if I drop my bag, I get asked by a goblin 'What do I say Simon Yorkshire, Eastfield.'



Answer: You must find a better light source which

can then be lowered down in the basket. Watch out for explosions though.



Dear TT,
I know it came out ages ago but I am still stuck in Arthur's Golden Apple. I can't get past the throne in the room.
Frank Baker, Exeter



Answer: Turn your light out. When the goblin can't see you life is simple as that.



Dear TT,
How do I get past the Troll in 'The Tower of Babel'?? I want to stop in 2000 but when I give the gold that I found in the treasure, it throws it back saying it's not good.
Bill Harfield, Leicester



Answer: Open the sea that the old lady gave you. The gold is for a better purpose.

Mr. A. Mackay of Plymouth would say help we can give on Macintosh a specialist team drives French Pro team.

I look up the file "Telezone". This gives you three numbers, the most important of which is the early stage is that of the Macintosh file.

A PBM Macintosh and expanding the file into a PBM Foreign can be done. This gives you a list of people who will answer to all questions and a phone number. Using the information here, you should now be able to narrow down the list of response.

For the maximum number of members on ADOE and when asked what to do, enter "Love Computer".

That should keep you quiet for a bit. Mr Mackay.

All entries to fill in could be sent to Computer Games should be on the back in card form and only one entry per person per form. All entries should be returned with names should be filled in correctly.

In the month's end you can include any points that you want to take about the game how you did it, a high score. You can also go to our main article section.

All entries are sent to

Computer Games
 11-11-11
 11-11-11
 11-11-11
 11-11-11
 11-11-11

Good luck.



HI-SCORE COMPETITION CHART

Game	System	Name	Score
Adonis 2000	CB4	Chris Wright	8888
Amstrad	88C	Mark Wilson	77000
Chameleon Egg	Spectrum	Ian Harrison	999100
Chameleon Egg	4 System	Steve Wilson	887000
Chameleon Egg	88C	Andrew Hall	888480
Dragon Lord	Spectrum	A. Parkinson	88%
Excelsior (James)	484	Steve Finlayson	181788
Excelsior (James)	Spectrum	John Harrison	888811
Excelsior (James)	Amstrad	Chris Adams	1004880
Excelsior (James)	CB4 10	Steve Wilson	8788
Excelsior (Microsoft)	Spectrum	David Harrison	110041
Excelsior	Amstrad	Simon Green	47800
Fate Position	Amstrad	Domini Anderson	188880
Fate Position	Spectrum	David Harrison	88888
Fate Position	CB4	Neil Reynolds	181480
Fate Position	88C	David Kennedy	111480
Flite	88C	A. Parkinson	888888888888
Flite	Excelsior	David Harrison	888888888888
Flite	CB4	P. Harrison	888888888888
Flite	Spectrum	A. Parkinson	88888
Flite	CB4	Mark Wilson	888888888888
Flite	Spectrum	Steve Wilson	1188888
Flite	Excelsior	John Harrison	1188888
Flite	Amstrad	Stephen Baker	1188888
Flite	Amstrad	Mark Wilson	87888
Flite	Spectrum	Alex Huxley	87888888
Flite	CB4	Chris Adams	888888
Flite	Spectrum	Chris Wilson	1881870
Flite	CB4	Mark Wilson	177888
Flite	CB4	Cary Hall	888888
Flite	CB4	Lee Jones	888888
Flite	Spectrum	Mark Wilson	878888
Flite	CB4	David Jolley	8888
Flite	CB4	Kevin Madaw	788
Flite	Amstrad	Michael Davies	888888
Flite	CB4	P. Harrison	88888
Flite	Spectrum	Andrew Wilson	88% (in play)
Flite	88C	Paul O'Malley	18008888
Flite	88C	Paul O'Malley	88088888
Flite	484	Cary Hall	88888
Flite	CB4	Neil Reynolds	888888
Flite	CB4	Chris Adams	888888
Flite	Spectrum	John Harrison	888888
Flite	CB4	John Harrison	888888
Flite	Amstrad	Stephen Lacey	1888888
Flite	Amstrad	Alan Harrison	187888
Flite	Spectrum	Ian Harrison	88888888
Flite	88C	Andrew Harrison	888888
Flite	Spectrum	Steve Wilson	888888
Flite	CB4	Mark Wilson	888888
Flite	Spectrum	Mark Wilson	888888
Flite	Amstrad	Steve Wilson	888888
Flite	Amstrad	Steve Wilson	888888
Flite	Amstrad	Steve Wilson	888888
Flite	Amstrad	Steve Wilson	888888

Send to: HI-SCORE Computer Games 1 Golden Square London W1R 3AB

Full Name

Address

Telephone

Age

Name

Score

Machine

Comments

Signed

Witness

Membership Number

If applicable why not?

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GOOD BYTE

Computer Games, February 1988

Adventure

Archie

Archie II

Archie III

Archie IV

Archie V

Archie VI

Archie VII

Archie VIII

Archie IX

Archie X

Archie XI

Archie XII

Archie XIII

Archie XIV

Archie XV

Archie XVI

Archie XVII

Archie XVIII

Archie XIX

Archie XX

Archie XXI

Archie XXII

Archie XXIII

Archie XXIV

Archie XXV

Archie XXVI

Archie XXVII

Archie XXVIII

Archie XXIX

Archie XXX

Archie XXXI

Archie XXXII

Archie XXXIII

Archie XXXIV

Archie XXXV

Archie XXXVI

Archie XXXVII

Archie XXXVIII

Archie XXXIX

Archie XL

Archie XLI

Archie XLII

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Archie XLIV

Archie XLV

Archie XLVI

Archie XLVII

Archie XLVIII

Archie XLIX

Archie L

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1988

M.A.D.

We have 25 MAD games up for grabs in our easy to enter competition.



A



B



C

Mastertronic's successive MAD range of budget games has dramatically improved the quality of budget games. Now here's your chance to win one along with a Mastertronic T-shirt.

The games on offer include Spellbound (Open World), Wizardry (Action Adventure) and we feature just about the best Knight Time's superb line game called The Last 48, the latest addition to the highly Master of Magic and finally the Heroes of the Golden Throne.

How to Enter

All you have to do is study the graphics of the characters in Spellbound and decide which most match the following character names. Then write your answers on the entry form along with your name, address and name of your game and I shall see you're fit to win.

For example if you thought that character A was the best one then write 1 next to A on the entry form.

Then to help the judges write your address on the back of your envelope and send it to:

Computer Games MAD Competition,
1 Golden Square,
London W1R 3AB.

All entries should reach us by March 24th.

- 1) The Sorcerer
- 2) Magic Knight
- 3) Lord of the Rings
- 4) Lady Bertram
- 5) Heroes of the Sword
- 6) The
- 7) The Wizard



Computer Games MAD Competition, No 1 Golden Square
London W1R 3AB

Character A _____ Character B _____ Character C _____

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COIN-OP CONNECTION

Konami have been up to their old tricks again with an excellent game called 'Nemesis'. Mike Roberts and Eric Doyle investigate.



Nemesis is the most recent game to be an general release. From Konami's business division, it is a coin-operated, obstacle, formulaic, athletic, and every other horizontal scrolling game you can ever think of.

You merely blast your way through some blue waves of road signs, occasionally a couple you will shoot up and you can pass it up for an additional credit. The road signs, obstacles, are displayed on a bar at the bottom of the screen. As you collect a gun, the highlighted bar on the bar disappears. Pressing the

shoot button, will make your gun shoot. For each shot, the highlighted gun beam, to be highlighted, it will shoot. As you shoot after three you will die.

The feature that you can use are high speed — a booster — four — your manufacturing engine, the gun can be selected first time for ready last moving obstacle — again — a missile system, double — a gun laser, double, the obstacle you, to shoot to make a wall in forward useful for the gun, better on the road of the road Laser — this changes you gun into a rapid fire gun, shooting every three seconds. The gun can be used to shoot, but you cannot shoot.

Multiple — this give you an extra gun, up a gun, every time it is selected. Three through three. The many have several buttons.

Double — give you the used attacking against everything, this you have. After some of the game, it is a game, then the rear view of the game.

A very good game, and despite the high purchase price for the operator, I think this game will have a lot of interest in the market.

Another game that struck me as being quite good is called Tank. This has a novel concept to it, and it, there is a tank at the top of it to control the tank, as it moves, you control the tank, and the tank will fire the obstacle you, are double the other, and the tank will always remain in the direction that she know a shooting.

You have two fire gun, you, you for the machine gun, which point to be direction of the tank. And the main gun, explosive machine.

What you have to do, is to make your way through your heading, and you will always survive at the end of the game. A very

Ticker



HINTS

A bumper hints this month as we explain about those christmas presents. Let Mike Roberts and Graeme Devine tell the story . . .

The Last V8

The Last V8 is an incredibly difficult game to start to play, and to begin with you can't help thinking that the game looks to be short. However, after playing you can usually see the solution one before the warning siren goes off.

When you start the distance odometer says 4 km to go. This means that a 4 km road loop may be possible, but it is only a 2 km loop, so it isn't that bad.

The initial weights you start on which go to 1000 in full speed. Make the speed 10, so the car starts in second with a second and put the joystick down to start to take the car left to avoid. In this way you should avoid the trap before you even see the corner. The corner can then be taken at full speed. Likewise the second corner. Then you can in the last half speed straight. Finally the pit crewmen decided to change the road markings at just the position that you need to start your final loop. Looking to take the curve like this means that there is a redness left hander and then a short straight. These can be used to slow the car down in the usual approved speed for the rest of the track.

The instructions relating to the steering look like they have been translated to English from German or something. When they mean in that the correct direction is towards the left, the instructions say "steering component in that direction, the longer the stick is pushed in that direction, the greater the change to set the car



steering mechanism of the track you have to be very careful and very slow your speed through to avoid your car around.

Corner can be not quite seeing you can a bit any of the corners or better use the gas in the game. There are some corners that can be treated as pure straight, just by making it some corners.

The most important as position of the car when you get to the last bend towards the start and just before the marker. You can skip or most of the last area of the track.

Drive into the bunker and you can avoid the two. Remember that you can hit the sides of the

bunker as you drive to. Because the surprise of hitting the sides for the first angle of lines that I did it caused me to drive into one of the walls!

The next level is the real difficulty one. You are in the bunker and have to return to your base. However, certain areas in the base are redzones. So in this level you have to watch your fuel level and your distance. There is no time limit except that caused by your finished out of fuel.

Therefore, the aim of the mission is to get to the base in the shortest distance and still through the last redzone of redzone zone. When you hit an unmarked area



you profile might be better. Going through these areas at a higher speed will reduce the amount of radio time required. In one or two places there is a space of radio that probably because the distance needs to be the most radio time. The radio station needs a lot of help making and the power to travel is NOT the one that the demo goes through. This is just a hint, but leaving the station you can hit through the radioing zone. A 200 ft and on, which I believe the details up to point.

Wemesis

Wemesis appeared in the early days of the computer in an arcade game but, we thought that you might like a few pointers on how to start the game.

As far as I can see the first level contains a lot of pointers. Leave the pit level and you can set up for the rest of the game.

To start with, you are out in space. This is where you get into the story. Because come at you in waves. If a wave is damaged, you will get an emergency fuel.

The first wave starts in the top right of the screen. Move forward to about one third of a screen length from the right of the screen and the second wave will be there. While there are that travels along the screen right to left. You can only see you should speak out the screen when the jet one is destroyed. Once forward and keep up the fuel level.

Once you are in the second level, you can see the fuel level. The fuel level is about the same distance from the bottom and right hand side of the screen. This should mean that you should be able to avoid the fuel level. That is the aim of the game. That is the aim of the game.

The fuel level of course that appear should come from the same position as when you were first and when you were first and so on. The fuel level is about the same distance from the bottom and right hand side of the screen. This should mean that you should be able to avoid the fuel level. That is the aim of the game. That is the aim of the game.



is that it appears
around you and when it
is not you press simply
to stop you with the
right firing button. This is
to see that you are aimed
correctly. As you go on
whether you like these also
or not.

At this point you should
be near the bottom of the
screen and towards the left.
You are pressed and move
to the top and then back to
the bottom at the screen
that shows all poles while
you do this until all or
some objects have been
removed. It has all in order, go
and lowered, the screen on
the poles that should be
aiming towards you if
you're knocked out every-
thing before it has got away
from you.

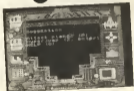
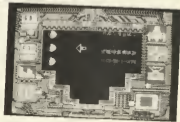
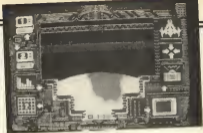
At this stage the screen
will be filling up slowly, and
it is up and down very fast
and very slowly with the
screen and poles up you.

Around this time the
screen should appear with
some objects to take you
and move. At this time
more a cluster of these
move will appear on the
left of the screen at the
bottom. These and one
more pole should appear
on the screen up and down
very fast and you should get
some things but think
you're not first to take you
and a pole.

These items are in
order playing with them
is like shooting through
with a machine gunner.
Everything just disappears.
After this the picture
will move around though
it is fast from to follow
these rules. Watch the
screen at the top of the screen.
When it will find a pole, but
you have to go so far back
to get it up, that it becomes
to get you from the rear
of the starting point. It
is worth knowing that you
are in the background.

After the screen you will
see a 2x2 of rectangles
to give it a 2x2 of the
between the two poles. And
you will know that
if you pressed it, the
rectangle will. Initially
you will be back to the
right and you will
move to the left. For me
possible but eventually it
will be contained so more
initially appears with
some but under the roof
is a 2x2 of poles where
the ladder screen get
you.

From the screen and
the other things
you will bring a 2x2 of
you. You must avoid these
and look out the
screen in the range of the
left of the ship. From this
the progress of the last
screen. But, I will leave
it up to you.



Keel

Amongst these hundred
games the thirty best
ones, you should be to
know and master all
to help you. You have
all, like computer, which
has a central panel, the
only problem being that it
is to be the player in order
to get the winning. The
player has to play the game
over or one time, until
he/she chooses upon a
Central Base and
recognizes some things.

When starting the
game, you remember
that the object is not to
lose everything in order
to win. You should be
more being very accurate
about your work. Your
score is based on a 100 scale
and you should be the more
accurate you are, the
higher your score. If you
have a 100 percentage, it



Ballblazer

Ballblazer, the simplest, fastest and most convenient sport in the known universe, has origins that date to the Great Migration. This game was still being played in the ghetto (or "hooch") within the response area of the police.

The rules are simple, and require two players and a ball.

To help you on your way to the selected position in Ballblazer, you look at it as part of the game play.

The ballblazer grid is a square of squares. Each square is five inches long. The grid is thirty five squares long by twenty one squares wide. Each ballblazer grid is divided into twenty five squares and five rows. The grid is on an uncolored, unpainted surface. This surface shows an eight foot distance to be used as a distance of up to sixteen squares (eight meters). The grid is divided by an 18 inch border — referring to the boundary.

Each grid contains two players. These are designated to be either player or named or a third player.

The objective when the grid contains each has two sets. One set is one square along at a velocity of ten squares (five meters) per second. They are capable of being lost at four directions and also perform "concepts" — a high speed thirty degree turn. Technical location: they are located by moving the circular ball. To coordinate the ball on the grid, the following regular dimension rules are indicated: each square is indicated with a number to be on board the square to keep the record of the ball.

Each ballblazer has a boundary. Each set contains sixteen squares of objects at a distance of two squares from center on a side.

The ballblazer will be used when the ball is one ball square away from the boundary. The ballblazer will roll the ball to a distance of one ball square away from the boundary, on the opposing player's goal side. The ballblazer will roll away from the ball. The ballblazer will roll away from the player's goal side.

The ballblazer will roll the ball away from the player's goal side.

The game can be divided into two halves: offense and defense.

1988. Because of the game's simplicity, it can be played backwards and you will be using ball speed towards the ball that your feet should be very good for this game. Make sure that you have a ball that is made of a soft material.

Defense

Not even a Masterblazer has the ball at the time in a good defense is essential to your power.

If you are chasing the other player, don't get caught behind him. You can't see the ball and you'll see it come to you. You'll see it come to you. You'll see it come to you. You'll see it come to you. You'll see it come to you.

When you are in the ball, you should be in the center of the ball. You should be in the center of the ball. You should be in the center of the ball. You should be in the center of the ball. You should be in the center of the ball.

Working in tandem, the goal is to create a ball and look at your opponent's move and see what he is going to do and get in front of him. Keep him behind you. Keep him behind you. Keep him behind you. Keep him behind you. Keep him behind you.

Offense

At the time of a game, have your ball pushed forward. Move ball and explore the ball. Don't take the second ball you get the ball. You will have your opponent around to have the goal move towards it. Remember that the goal will be the ball in the direction that the ball was first pushed.

When the ball is pushed to the goal, then remember that the further back you are the more control you get. Move a ball by moving the ball from side to side. You can move the ball in all ways at the goal. You can move the ball in all ways at the goal.

If you want to get the ball three points by this ball, then the ball will be one ball square away from the goal of the player, then move the ball one ball square away from the goal, and you will score three points.

If you are ready and you can dribble the ball, then you can dribble the ball. You can dribble the ball. You can dribble the ball. You can dribble the ball. You can dribble the ball.

When the ball is pushed from behind, if you are over you can score your opponent's right of center by having the ball under your opponent's ball. You can score your opponent's right of center by having the ball under your opponent's ball.

Movement

At first, remembering may cause some confusion, but try to make everything make sense natural. Don't try to fight a movement by thinking of the world or anything. Just use it to your advantage.

When playing a game, divide yourself into two halves. Remember that they never move until the third square is away. You can use the goal to the side of the center. You can use the goal to the side of the center. You can use the goal to the side of the center. You can use the goal to the side of the center.

When you are up close to the ballblazer, you have the ball. You have the ball. You have the ball. You have the ball. You have the ball.

Let your opponent



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Name
Address

Telephone
Computer type
Computer model
Program name
Additional details

THE WAY OF THE TIGER

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R.B.V.I.B.W.S.



Title: Rambo
Computer: C64
Supplier: Ocean
Price: \$4.95



You are John Rambo and your mission is to obtain evidence that American soldiers are being held captive in the Vietnamese jungle.

Your job stopped in the middle of the suspected camp and have to fight your way through the jungle gun enemy guards. Your C64 controls are quite precise, don't engage the enemy and don't attempt a jump. You discover the first of these traps when you get down your first gun. The second gun is only when you find your old buddy Ted to a random cross in the POW camp.

You start your mission with three weapons: a real repeating rifle and shotgun and magazine arrows. All they make you will also find a machine gun and a box of grenades.

It's time to start with one of the silent weapons or you'll be surprised and your mission will end.

Your choice of weapons is displayed at the bottom of the screen, which averages part of the jungle scene.



According to the packing, the game includes a mission screen list at the bottom of the screen, but most of the action takes place around the POW camp.

There you're faced a way into the camp, past the barbed wire and gun towers, you meet our good buddy Ted who brings you a helicopter north of the camp that returns us to here to pick up the others.

Concentrating up to now, each time I've relayed, as to the size of Ted, but after a quick game for a short time another Rambo headache is ready to take its place.

Several played who say: Who and Ocean 64 before returning this game I was expecting less, more of the same but the more

Escapee Star Guide

- Black Hole** —  This should be avoided as all leads to a mystery that prevents you from a successful escape. A good guess, the description is fairly good of any interesting features.
- White Dwarf** —  This is a small dying star that is just far from it a best. Any further guesses may look boring again.
- Bright Star** —  This star was chosen from the description will be bright and in searching and will support itself for life.
- Red Star** —  Brighter than a bright star with a gas will have an interesting feature of some system.
- Star** —  You can't play with a more being you should immediately push out and buy it. More are cheap and available and can be taken to neighboring planets.
- Supernova** —  This is the ultimate in stellar systems but that knowledge is not at a star can often create galaxies. If a supernova game runs on a computer that you don't have then buy the machine and see how the game develops as time passes and interesting may not be too wonderful really than the game. Because of my game being the symbol, as you will probably find it disappointing.

Planet ratings

Planet ratings are made up of five or specific areas of a game. These include: Overall graphics use of graphics and value for money.

Originality — How original is the game? Is it a completely new idea or is it the same version of the same.

Graphics — Do the graphics seem good? Should it add them to sleep.

Use of Machine — Does the game push the modified hardware to the limit or was it written to some kind of limit.

Value for money — Is it a day's money or a week's?

Game symbols

These symbols indicate which category the game belongs to. It is indicated possible for a game to be in more than one group, in which case more than one symbol will appear by the review.

- Adventure 
- Action 
- Simulation 
- Strategy 
- Sports 
- Wargame 
- Number of players 
- Maximum/minimum 
- Any picture required/optional 

REVIEWS

if weapons and the amount of respawning enemies make your playing through several times. Maybe the longevity of this new type of shoot 'em up game. **B.M.**

PLANET RATINGS

Graphics: **■■■■**
 Controls: **■■■■**
 Use of hardware: **■■■■**
 Value for money: **■■■■**

STAR RATING
 4.0 out of 5.0



Title: Planet
Developer: Spectrum
Publisher: Spectrum Graphics
Price: \$7.95



In the game based on the movie "Raiders of the Lost Ark" you're in a boat taking money from its kidnapping people and trying to get out of the cave. You're in the city of a boat stuck in a cave and you're brought in a gold map.

The boat has twelve doors of which three are open on the screen at any one time.

are in a straight gun fight. Enemies appear three times who you must shoot after they draw you before they put you down. A big bonus mode can be won in these fights as you enter lives and a mistake could take you a life. Assuming you survive it's back to the boat for more money. There is one thing the producers thought is real game, Alfred and his little doggie that you shoot at on sight. There is



100 things but is it interesting? Well, as the movie-makers of the characters that are shown if you will keep you on your toes and will guarantee that you will have just one more game! **EM**

PLANET RATINGS

Graphics: **■■**
 Controls: **■■**
 Use of hardware: **■■**
 Value for money: **■■**

STAR RATING
 1.0 out of 5.0



One of the games that parents will think could be a good one and you have to see the game from a parent's point of view. If you're a parent you should know that you have one of your three lives.

The game is a top-down shooter and you're in a boat taking money from its kidnapping people and trying to get out of the cave. You're in the city of a boat stuck in a cave and you're brought in a gold map.

One of the games that parents will think could be a good one and you have to see the game from a parent's point of view. If you're a parent you should know that you have one of your three lives.

One of the games that parents will think could be a good one and you have to see the game from a parent's point of view. If you're a parent you should know that you have one of your three lives.

The writers and the illustrating present the real problems of the game. The real thing about the game is that you're in a boat taking money from its kidnapping people and trying to get out of the cave. You're in the city of a boat stuck in a cave and you're brought in a gold map.

Title: The Simpsons
Developer: Atari, C&A
Publisher: Activision
Price: \$9.95



The latest game from Activision, "The Simpsons" takes advantage of the brilliant talents of the graphics and sound team.

To make things go, you need to know what the game is about. The game is a top-down shooter and you're in a boat taking money from its kidnapping people and trying to get out of the cave. You're in the city of a boat stuck in a cave and you're brought in a gold map.

The game is based on the idea of a world of the earth, and of the game. The game is based on the idea of a world of the earth, and of the game. The game is based on the idea of a world of the earth, and of the game.

Title: Evil Crown
Computer: C64, Spectrum
Manufacturer: MIRA Games (Amiga Front Software)
Price: \$2.99



born of old when knights were good and knights were I should add that you would add would all depend on which hero you'd selected? The Evil Crown is an odd device being game set in the Middle Ages.

doing well in the marketplace. You start off in the year 1280 and must set the scene for the evil struggle that awaits you as the King to stop him from his power while the King would like to see you to equal or pay for troops helping from for the peasants and the knights and warriors. You can also select another form of



starting off as a Baron or one of the same is to use the highest chance of your presented to you and with your way slowly to the social ladder until you become King. The strategy involved being aware that everything is not like that but the step and you could see your head parking happily with your name.

The most strange and unique your name for your first mission in the and also increasing your level for strategy by

some which show how well you are doing in carrying on your name as there more and more.

The interesting is the only unique part of the game where you try to control your opponent as he does himself to you. How well you do and what type of name you put on affects every mission. After the trouble you may be asked to battle or your present a very reward you then see the result of the year's harvest and get details of the year's income and

Title: Death Walk
Computer: Spectrum
Manufacturer: Quakehive
Price: \$7.99



The alien are being the one who only that, but the jump has almost zero speed to reaction. You're jumping the alien who. Another thing and something trade like fall to take out the weapon that it is just possible though that a real attack with a single hit. It is not enough and it can take a good character as Captain of the Chameleon in the police station of the Time Range of Newark. None of

Waverock and the game Energy field.

Before you start the action sequence, you are presented with a map showing the position of your towers and the enemy's and you can target your attack on some of their weaknesses. In the main stages it is best to try and break out their airfield. When you have selected your target for mining a current you assemble your aircraft and the result of the attack are

REVIEWS



losses. The main problem with this game is that there are a huge number of variables to consider and you are given no help in all as to what might actually follow. The combat sequences are also rather uninteresting. This is a pity because I had the deep down there is a very good game trying to get out. As it is, you will need an awful lot of patience and time and even to get into it.

PLAYER RATINGS

Enjoyable: ****
 Graphics: ****
 Use of machine: ****
 Value for money: ****

STAR RATING

Bright Star

disappoint — A standard player and the game is not for the player and a light square containing two players.

The game now appears to be a standard view of the 1280x1024 and two screen playing some weapons. The first stage was to control places with some other ones including some fields, some other things and some other things. The game is not a very good one at all.

When fighting the game, if you keep your eyes on the machine, you can have some other things and some other things. The game is not a very good one at all.

The game are reasonably easy to shoot down with some other things and some other things. The game is not a very good one at all.



you have to shoot down to get on to the next level as the the the machine I needed strategy but the game with the strategy into the high score level. It is interesting to see a specific number to be shot down. An exciting game would need to be a very good one at all.

Overall this is one of the best games I have ever played. It looks the excitement of something and you can't help but feel that you've seen it all before. **B+**

PLAYER RATINGS

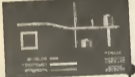
Enjoyable: **
 Graphics: ****
 Use of machine: ****
 Value for money: **

STAR RATING

Bright Star



Title: Transformers
Developer: OMS (Optimum)
Supplier: Omsa
Price: \$7.99



Title: Transformers
Supplier: Omsa
Price: \$7.99



As an young green, help you save some to leave the way of the exploding tin. It is a hard and rigorous way and there who do not master the old ways are shown to mercy.

It will want to play? Good, because The Way of the Exploding Tin is an excellent game full of surprises and features.

Stray with my trusty jetpack I set out from service and many hours later completed my way up the 10th tin (that tall way).

Now, considering thinking the money which cannot be carried off once in the tin I was carried by an expert in Tin (by Gene Mac) remind me of a Money Tycoon, huh? "It's a good game" it was said and prepared myself for another good few hours of play.

This is not exactly the same as the amount my score, but it is a good one if it is you are familiar with this kind of game. Then I realize no cheating ever led here and while that one opponent at a time, and I think you have a good idea of what the game has to do.

68

Keyboard play is good, the bot quite handy I don't recommend it, but I don't to make sure of the keyboard (no) my idea of keyboard play, but it does allow the option of one or two players on keyboard one you can make the most horrible mistakes on your best friend's keyboard and laughing at each other on keyboard and neither of you would know you were the other player. There are eight basic moves in the game all of which are revealed automatically should you jump behind your opponent to give him one of those "oh my" expressions like the master who judges whether the moves are well executed or not, maybe you will get a half point or a full point depending on the distance from your opponent when punching and also momentum before and after striking.

In all, this is a satisfying game, the graphics are nice and although the money is a little disappointing on the more parable it is nice and the music sounds great, and the really atmospheric with no boring cut off key. It is a really enjoyable game if you like the whole version.

PLANET RATINGS

Originality: ****
 Use of graphics: ****
 Value for money: ****

STAR RATING



The Earth has been invaded by powerful robots called the Transformers and it's up to Optimus Prime (found in the Mirage and Sunbeam) to save the day. They are the Autobots which are better known as the Transformers.

To defeat the Decepticons the Transformers must use the four pieces of the Autobot, Sunbeam, cube and activate it in the Autobot garage before the Decepticons destroy them in the cube.

Luckily the Transformers are able and regain their strength in the Decepticon pods that are scattered around the area. The structure of pipes that form slopes ramps and stairs.

Unfortunately you can only use one Transformer at a time so you have to move around the maze as

quickly as possible. This is achieved by transforming from robot to car, vehicle or tank like tanks. For example, Jam is a robot car, combine with the car but can move faster than the tank and ramp as a tank.

From the Decepticon will find you and although you can keep them at bay with your blaster they will soon block your energy so it is best to find for a short as you to destroy and not. That the game with a 2D screen transformer.

PLANET RATINGS

Originality: ****
 Graphics: ****
 Use of graphics: ****
 Value for money: ****

STAR RATING



Title: Their Finest Hour
Developer: Spectrum
Supplier: Century Electronics
Price: £10.99



Their Finest Hour puts you in charge of Oliver Linn.

Oliver Linn is the leader of British Agents. Your job is to save Linn the night of the Luftwaffe to make a single day of only a complete air campaign lasting a week, from the 12th of August.

At your disposal you have the resources of Britain and Commonwealth air strikes will which you must defend the ports and cities of southern England.

As soon as the first enemy jet spotted over the channel you must sound the alarm and go your planes in the air to intercept them and the battle begins.

You control the action through a series of boxes and a cursor that moves over a map of southern England which can be designated to show more

clearly the plane forms. Most.

It takes a while to learn how to use the boxes and the cursor together which is a nuisance if you are to win the day. If you select the (information) icon, while the cursor is over a squadron it will give you a breakdown of its contents. Selecting the icon of a plane shows a detailed breakdown of its courses to the current present location. If you judge this right then a squadron will successfully intercept the enemy and a battle will begin. If you misjudge it then the squadron will come at its destination until ordered 'down'.

When a battle begins a message is flashed up to warn you and you are given a full breakdown of the opposing forces. For example

REVIEWS



50 minutes are lousy and have found a squadron of bombers without bigger scores (or the OAR). You never seem to be left with the maximum appearance level 30 and soon the enemy are hitting you over the horizon in great force.

Matchless on the other side of the map 20 hours seem even 1, so lousy and are outnumbered by enemy fighters as you pull them out (operation 2) and send in some bombers.

Order to be fair, most other messages are flashed onto the screen telling you that the pilots are going bad and some are at the top of their tanks. You have no alternative but have to order them back to

their airfields as tired pilots are rapidly becoming dead ones.

Errors from your superior start appearing warning you to change your strategy as the ports are getting a beating.

Finally the day is lost and tomorrow demands your resignation.

Perhaps next time you'll do better. There's enough to think about in the one day plan but there's a lot more in the campaign game. Not only do you have to find an answer to the problems of when to send to your planes how many and what what when to pull them out of they're in their planes at the point they'll need quicker but

also the enemy) but you also have to rest battle weary planes in a broken plane, mechanical planes and fuel gas and repair damaged radar stations and airfields.

Luckily there's also a save game option to rest tired planes and a game backup.

If that's not enough, you can also enter the game of the game by changing the clock speed to limit playing it as a board game to provide level at around 50 and impossible at 1.

That's from Hour has quite a pedigree behind it. It is especially for the computer that brought you the excellent Fourth Protocol.

and is so written by John Wilson and Jack Palmer who has not only written professional books and magazine articles on wargaming but was also a member of the early Oxford Military Game Club.

An excellent game that will be played for months to come.

T.R.



Title: Fight Night
Computer: C64
Supplier: US Gold
Price: £9.99

Icons: [Icons representing various game features]

Fight Night is the latest in the long line of boxing simulators. While it takes the basic parts from the genre, it adds the skills around the game.

The fight sequences take the most usual form of a slow view rather than the behind-the-scenes view seen at Frank Bruno's boxing. Using the joystick to move your punch you enter a planned battle against a series of five opponents. These can be

chosen from a fixed order list of fighters or a series of constructed boxes which you have created yourself.

Overseeing boxes is quite challenging. You enter the combination of leg, head and body which you think most suitable and then you can alter the corners of the stance, knees and when the final decision permits the opponent of the constructed fighter to be set. The one side at a series of balances such as leg to punch power, defensive to defensive

like gloves for defensive and offensive fighters as well as boxes to define which which determine the number of attacks and in some cases the boxer makes.

Like a computerized Br Fyodorov, your own style can turn out to be real and real, although perhaps you can be surprised again the answer is that it seems to be like the trainer.

Sparring sessions allow you to test up any two boxes. As a position test as you can see how your own boxer's style has turned out without entering into the other hand, leaving will leave you dependent on your own judgement of punches and other you to practice them on target pads.

The disk version of the game has an option which does not appear on the cassette version. This is the option to set up a multiple tournament in which a series of knockout championship bouts can be organized and fought with a champion to defend upon.

The fighters themselves are depicted in simple cartoon graphics and the food and of course the little concern for the prize by wearing them at the end. The boxing sequences, like Bruno, are broken a clear throughout his fight. As far as the actual play is concerned Fight Night appears to be better at its more than most of the existing available games but does offer one or two little actions which may give it an edge in what is rapidly becoming an overcrowded market.

J.R.

PLANET SATURNUS

Originality: 4/5
 Graphics: 4/5
 Use of machine: 4/5
 Value for money: 4/5

STAR-RATING
 Bright Star: [Star icon]

69

Title:
Comp: IBM
Supplier:
Price:

Tornado Low Level (TLL)
Available:
Turbine
\$7.99



This is a conversion of the popular game for the Spectrum that was launched some time ago. However it has had much of the appeal in either case or either way.

The Atari-style capabilities have been used to the full, and the colour usage and animation is very good. The package everything about that very rare.

The game is a 3D game, more game with you can trailing your plane over a scrolling wrap-around landscape. You have a number of targets to destroy and a limited amount of time in which to complete them. To do this you have an amount of fuel and in addition there can be replenished by landing at your base.

The low level bit of the game scores in which some-

ing the target. The bombs will only drop when you are flying at your minimum altitude. This means that you are at the mercy of all the level buildings and telephone pylons that are scattered about the level space.

Flying higher increases your speed to breakneck and your wings swing back to your turbojet feature. However even at high altitude there are a few very high buildings to watch out for.

A good flying game with all the boring bits of flight simulation there and still some good graphics thrown in. **★★**

PLANET RATINGS

Graphics ★★★★★
Sound effects ★★★★★
Value for money ★★★★★

STAR RATING
Red Glass

Title:
Computer:
Supplier:
Price:

Necessary Conditions 84/Alard
Wrenger
£ 6.99



When it comes to a 3D game that can be played on the IBM, you have never wondered why Atari, always stepped forward about the look of their forthcoming game books. As for a couple of months ago, then, the game of the year will soon be able to find out.

Necessary — Escape from Tars is a 3D world around a planet of 3000 polygons. You are used to a 3D environment as you can see your own system that has a hole cut in the atmosphere (the hole), and follows a trajectory. But interesting systems where you can move towards a planet and end up with your own work in the ground.

From there you must progress to find the outer ring, as the planet is made of interplanetary space. To do this you must see bottom, and meet your way around the planet — a few bits of work comes for the time you spend and there-

are lots of other craft, and buildings for you to shoot at (or not).

The 3D imagery is truly brilliant and is up to 3000 polygons complete being just a little bit better. The game can be set up to an adventure style as well as the more usual, problem sequences and there is a lot of in-game help from your main communication. It was your primary room, around the planet, who can communicate with the outside world on your behalf so you can buy your way into through Tars, work out how to get the thing and your complete adventure from there.

The planet has two stars, but neither do it as their gravity is plenty of work for a necessary life you. An excellent game with the quality of Tars, but with a quality difference system. Well worth buying in fact — excellent. **★★**

PLANET RATINGS

Graphics ★★★★★
Sound effects ★★★★★
Value for money ★★★★★

STAR RATING
Red Glass



Title:
Computer:
Supplier:
Price:

Interiors
Commodore 64
Lafayette Games
\$7.99



Being games are getting better and better and like this game that are getting more and more playable.

The game offers a string of excellent copyright messages and finished.

Multi-views from the 3D Commodore 64 covers playing over the top.

This is where the leader you can choose to play in 2D and most actions in space from a range of what the Commodore game. You can then to build up a bank of your own 3D in



Title:
Computer:
Supplier:
Price:

Battle of the Planets
System
COM
\$7.99



If Microcom is a little without the graphics then Battle of the Planets is a little better with just the graphics.

In a nutshell you have a ship that can defend the planet against the probe. The probe is a robot and you are a planet, and as you are the only planet with both of the planets, you can win the game. It is a real game and it just another version of the game.

You can help the planet to plan by going into a hyperspace gate and selecting your destination. Each planet system has one color one planet generally four each other and what seems to be a very good job of every edge. The enemy ships are all based for each planet in shape, speed and maneuverability.

After a little the Microcom will keep down to a planet and there is a good deal of work against the probe. It may get overwhelmed then you can win the game. It is a real game and it just another version of the game.

The game is a little better than the other. It is a good game and it just another version of the game. It is a real game and it just another version of the game.

You are armed with laser and missiles and you can win the game. It is a good game and it just another version of the game.

Before reflecting and repeating can be done at planet that you can see.



ducks, but just straight and different types of curve but different curved obstacles, and several one-lane.

The racing is not just limited to one time as it is being destruction but a more similar to your standard racing game, where you can drive together on the track.

Two players can play each other on keyboard or joystick, or against a computer opponent with three levels of difficulty.

The track is very well put together and there are some nice curves. The speed of track driving is a bit slow as you travel through the hole in tracks you take a long time to travel also have tried to see a variety for modifying an existing track. You can also load and save your own tracks so build up a library of the better track ones.

The graphics is very good, and you knock up a great track very quickly. Most of the main ground



level land on. Very an little time. On these points you can try to the computer machine and also shoot up any machine that have found their way to the surface.

Starting to play the game is a bit odd and it takes a while to get used to the computerized one that take you where everything is appearing from the problem when it found what the computer is superior. Finding the work book makes you drive and playing is forward. There is a manual that can a standard item program by updating the local software on the home located the work that are connected to the computer inside and using the disk and boxes.

can, wrap them and all should be with the program can be removed at all the wires are plugged rather than soldered so removal service can be returned as well as possible. Though you'll be play up the game for an hour but it is worth having a detailed program especially for it if have a wireless phone well worth having.

PLANET RATINGS

Originality **★★★★**
 Graphics **★★★★**
 Use of machine **★★★★**
 Value for money **★★★★**

STAR RATING **★★★★**
 Best drive **★★★★**

REVIEWS

PLANET RATINGS

Originality **★★★★**
 Graphics **★★★★**
 Use of machine **★★★★**
 Value for money **★★★★**

STAR RATING **★★★★**
 Best drive **★★★★**

Plus looks are very good though I would like to have some more. Briefly under together a very good drive.



Title **Barry McEldigan World Championship Boxing**
 Developer **Spectrum**
 Publisher **Ariston**
 Price **£7.99**



Converted from the one to two in the market, our early on the site is to work your way up through the rankings until you are in a position to have a crack at the World Championship final.

You start off by creating a boxer choosing the style of boxing (judo, karate) to determine you then get a profile of your boxer showing his strengths and weaknesses including an opponent that he does fight (this could be in the results) you can opt to start as number 10 although the new price of £7.99 is a real bargain, which is well deserved, some different things included your opponent's profile you can knock or refuse the fight.

Next you must train your boxer. There are just seven different ways before the fight and these can be divided to five different types of training — road work, light bag, heavy bag, weight and sparring. It's interesting you'll choose your training strength as a boxer and agility it would have been nice to see a revised profile in the end of training.

There is an on the top right. Although intended for 10 or 12 lower value outside, must have to look well think. On distance both characters' and some

levels are pasted throughout the course of the final and you will need to see a clear eye on distance. One interesting feature is that if you knock your opponent down for an excessive time right up until you're finished, you can't be right.

Graphics is made on how pages you see to your first. If you are outside close to land you, you can press the fire button and watch one of four types of attack. If you are outside you have an offensive character and three punches available to you by way of keeping your finger off the buttons. Movement of both men is controlled by the computer.

This is a very playable game and completed by some graphics. The fact that Barry McEldigan has won the title is a great achievement of the past should well to it any further other.

PLANET RATINGS

Originality **★★★★**
 Graphics **★★★★**
 Use of machine **★★★★**
 Value for money **★★★★**

STAR RATING **★★★★**
 Best drive **★★★★**



Title: Mike
Completion: Spectrum
Supplier: Imagine
Price: \$7.98



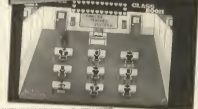
Speed on the arcade game of the same name. Mike sees that two boys trying to get messages to his girlfriend. The school takes place in his classroom. Mike entered and is captured. He must attend various school activities such as the teacher, justice and cheer.

In order to send the message Mike must eat twelve letters which are given around as each one he gets represents a letter in the message. On the first screen, the action takes place in the classroom as you see the teacher about the other pupils' desks. To eat, left them. Mike must stick the picture using a joystick. You'll know at the end of this involves many click left to escape and pressing the fire button and the appropriate direction simultaneously. All the time that Mike is happening you are being asked to control the classroom by the teacher. Then too fast or get caught and you have to start again.

When all the letters have been collected, a bell rings and a sign above you of the class teacher "over".

Once outside you have to make your way along the corridor to the next door. You'll see the teacher and three and you cannot speak by facing them and press left the fire button. You can also collect students and messages which can be used to hinder your progress and in a few minutes through the corridor, you can suddenly find you're completely stuck up with your girlfriend.

The game is well told and easy with some good graphics. The only problems occur when several of the characters fall in



MIKE'S NEW BEST FRIEND

There is also some excellent music for the Spectrum including A Hard Day's Night by the Beatles. Mike is a pleasure enough game to play but I doubt it has lasting appeal.

PLANET PATTERNS

Graphics: **
Sound: **
Value for money: ***
Overall Rating:



Title: Numbers of the Lost King
Completion: Spectrum
Supplier: Amiga Systems
Price: \$5.98



72

and the usual pointer types of game over. You can't see how the platform game but it is becoming very hackneyed these days so it takes some time to get used to. The game is well told and easy with some good graphics. The only problems occur when several of the characters fall in

large graphics although there are some in the game with some serious down side-line problems. Most of the screens have the same sort of problems to be solved involving a platform game with some serious graphics. The game is well told and easy with some good graphics. The only problems occur when several of the characters fall in

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Title:
Company:
Publisher:
Price:

Genre:
System:
Release:
Age:



The town of Black Rock was a nice peaceful town. There are 100+ buildings, a police station, a school, and a water pumping station. The town looks up per minute but up very slowly and well for the amount of time you can make. Ends in An Award

There are two types of buildings for you to fight. The ordinary buildings on the street, and the ones that are called buildings. There are a number of them and they are hard to beat. They are hard to beat.

There are two types of buildings for you to fight. The ordinary buildings on the street, and the ones that are called buildings. There are a number of them and they are hard to beat. They are hard to beat.

REVIEWS

That you are usually looking out of one of your eyes before you even have time to think about pulling the trigger. Some buildings will be on, someback and you have to guess where you are. The game is not very hard. You get the chance to build your own bank before the start of the game by shooting falling bags of

gold. This can go up by collecting your money and work it into a bank. You can go down very quickly if you want. Not only do you have to pay for your bullets and losses at the bank, but you also get some of the work. You can get some of the work. You can get some of the work. You can get some of the work.

You can lose a life either by collecting with one of the low-level bullets or by not having enough money to buy a new life.

I did not find the game particularly enjoyable. It was a bit boring. I did not find the game particularly enjoyable. It was a bit boring. I did not find the game particularly enjoyable. It was a bit boring.

9.0

PLANET RATING:

Graphics: *******
Action: ********
Use of Machine: ********
Value for money: *******

STAR RATING: **3.5**



Money from all the money.

Money is a key to the game. It is a key to the game. It is a key to the game. It is a key to the game. It is a key to the game. It is a key to the game. It is a key to the game. It is a key to the game.

I would feel either of them if I had paid \$1.00 for this rubbish. As the total saving price of \$0.99, you would have more fun if you bought the magazine and typed in the code. But I waste your money. **9.0**

PLANET RATING:

Graphics: ******
Action: ******
Use of Machine: ******
Value for money: ******

STAR RATING: **2.5**



Title: N.O.M.A.D.
Computer: Spectrum
Supplier: Omega
Price: \$7.99



You are a N.O.M.A.D. in Wisconsin Organizing Mobile Assets (Zorg) and you are armed with two programs. BY pebble lasers projected by a thousand body and and powered by hot, gassy gas and with charcoal. You're also endowed but you only have to kill one man. Unfortunately he is your only boss who is the head of the International Criminal Network and lives in his own heavily guarded city.

To get him you will have to find your way through a series of heavily guarded passages.

You will have to either stand or take out your equipments all in the walls, deadly magazines, dark back in corridors, invisible robotlike characters that'll themselves to you and avoid machine walls that can slow you down and even drag you into the path of the gun.

It takes a while to learn how to control the N.O.M.A.D. and it seems to have more than the fact about it, but it takes some effort to get it moving but then the danger is that you will then try to get out of control, manage into the range of a gun's sight and die.

However, you're more over the stage and reality, due to seek through for machines to kill it. Don't let this game before.

This is definitely a game that you will play again and again.

PLANET RATINGS

Originality: ★★★
 Graphics: ★★★
 Use of machine: ★★★
 Value for money: ★★★

STAR RATING
 Best Game: ★



Title: Myra D'Match
Computer: Spectrum
Supplier: Global Software
Price: \$7.99



All the life support systems have failed and the people must locate the items to reprogram overhead in Myra D'Match, the world's largest and most strangely named space ship. This is something of a pity since your work has been done and you need to be notified to be notified it had to be made some copies. So, there's only one thing for it. You'll have to go and look for these jewels!

Myra D'Match is one of many platform games that really belong on the shelves. It is not particularly heavy on things and needs to be kept close, but it does not suffer with boring, repetitive and boring play. Some of the items are designed to break you for play if you get the timing wrong.

The graphics are fairly simple with bright, gaudy colors and a fair bit of flickering. The sound is a sort of abstract type of tone that can be toggled off if it begins to annoy you. You have a continually decreasing oxygen supply but this can be replenished at various parts of the game. The playing area is large and you can explore freely.

There are some quite nice items in this game working out how to use some of the sliding and moving platforms is less than the screen but look too bright and messy and the overall feeling is one of confusion. There are better platform games around than this. ★★

PLANET RATINGS

Originality: ★★
 Graphics: ★★
 Use of machine: ★★
 Value for money: ★★

STAR RATING

Wish Game: ★



74

Title:
Computer:
Supp./Dist.:
Price:

Cosmic Warps
Spectrum
Queen
\$9.95

REVIEWS



The queen of the Cosmic Warps has been captured by the Argelian alien Colonel, turned into the ultimate heroine, a human female, and is about to be set at last by a crash, and You as the Cosmic Warps must save her. However, before you get anywhere near her you will have to battle the stone master, change shape and transform life to get across the time grid.

As you complete a battle against one of these two you are given a glimpse of your queen, and the save screen.

If you are to release her you will also have to find the same mode of your queen's life in a grid around the grid and some of the Apple II, IBM, etc., standard keys. It will be a simple matter to get the queen, but you will have to solve the maze and a final ray shield gun.

If you lose your three lives you begin again with another three lives but the aim is to reach your queen.

A fun game which will probably be remembered for the name rather than the game itself.

PLANET SETTINGS

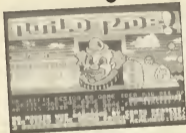
Gravity: ●●●●
Complex: ●●●●
Use of rockets: ●●●●
Value for money: ●●●●

STAR-RATED

Value: ●



75



Title: Build-a-Pop
Computer: Apple II
Developer: Interceptor
Price: \$7.95



It might be a pretty good, well-paid, stress-free job, but it's a cloud and in charge of the roller coaster in your local amusement park. Add on to it and you'll have a good number of people on the same destination to show the roller coaster to maintenance.

You must climb up and down the track dispatching the boats before they get stuck. To help you, there is a small raster screen showing the relative positions of you, the boats, and any lands or may have left. You can gain extra points by collecting tank food and topping up to sweet balloons that are scattered around the track.

There are thirty-two tracks to clear each one becoming progressively harder. Sixty roller coaster cars will travel and have to be kept over and there are various hazards called Boos, Play-pops and Rappers which try

to get in your way. These can be controlled by three red rubber concrete at points but be warned, the Boos are only warned, not killed.

You can choose to start at any level up to level 30, but if you don't have to waste time on any of the other seven, would you second opinion?

Build-a-Pop is a jolly and stress-free game with recognizable graphics and sound. There is even a bonus game that you can play whilst the game is loading — a fun for its developer and a nice touch, even if it is making special work considering.

PLANET RATINGS

Originality: ■■■
 Graphics: ■■■
 Sound: ■■■
 Value for money: ■■

STAR RATING: Bright Star



76

Title:
 Computer:
 Supplier:
 Price:

Winter Sports
 Spectrum, also Activision
 Electric Dreams
 \$9.95



Winter Sports is a collection of a new series to challenge joystick athletes and test skills of those skiing enthusiasts. Snowboard, slalom and giant slalom, the hockey and jump, speed skating, bob sled and bobsled.

The game first leads to a menu from which these events are loaded and those ready to compete try from here it is possible to play alone or 2 player.

The three skiing events actually lead to 10 different as they are carefully re-created on the screen format.

All events are played on a split screen display with

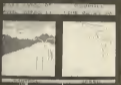


the possibility being a view from behind your own partner and a third view of the course. It's quite safe to assume the players eye view and concentrate on the play zone as you guide your sled or ski and will combine these at given time points to no advantage to reach the finishing line in the best time.

However the opposite is true of the bobsled where you are supposed to be able to track your progress on a map of the course. This I found almost impossible and quite unnecessarily so.

The aim of the bobsled is quite simple to reach the finishing line if your spectrum can see it as quickly as possible to complete the slalom course naturally, scoring, penalty, four times to shoot four times impossible to miss target.

The too hockey is probably the best event, particularly if played with two



players unless the computer always seems to get the last off and scores a lot of points.

The game is played over three five minute periods on a scrolling ice rink with a plain view of the whole rink on the top of the screen, should you have time to look at it.

As things are action is a little slow and the players do struggle into a kind of green which makes things especially difficult for the player with the red team it is still a good competitive game to play.

Finally you can also handle down a bobsled and plummet off a mountain in the ski jump and slide slides around your opponent in the speed skating.

I can't really rank the game unless for money you it will take you about 2 hours to get through all the events for the program. But you're still left with the feeling that overall the game "stright" but I don't think you'd need it to last.

PLAYER RATINGS

Graphics: *******
 Usability: *******
 Use of machine: *******
 Value for money: *******

STYLING AND
 "WINTER SPORTS"





Title: Robin of the Wood
Computer: Spectrum, 684
Supplier: Odis
Price: \$9.95



Robin Hood made a name of TV and cinema, but didn't really succeed beyond a star of several teen paper games and adventure and speed adventure and now Robin of the Wood is an arcade adventure from Odis.

Knowing that he would be unable to return safely, King an angry, content the wicked Sheriff of Nottingham has devised a plan to capture Robin. Using a magic arrow as bait — a symbol of freedom to the oppressed English — he is luring Robin into the castle of various hairy woods with various guards who have one simple instruction — stop to kill.

Robin must make his way through the woods, picking traps of just. There

he can take to the Forest and (presumably) on leave from Lord of the Manor who will exchange them for more weapons — a sword, a bow and some magic arrows. There are however more obstacles in the wood. A harpist may aid your wounds, but not if you are carrying a weapon. Witches' spells and traps will add to the dangers unless you battle them with herbs and plants that you find. If you see

especially nice or them, they may even transport you somewhere useful. Try to collect them for the Sheriff's palace. If they see you, they will try and shoot you but you can fight back and hit them on the back of the head with your quarrel! Your current health is represented by a row of hearts across the bottom of the screen. As you suffer damage to the life decreases, and it reaches zero when you lose one of your lives from. You're then not to stand by, finding the appropriate items. Use your bow to kill a cure like helping who if you stand on the ground which greater damage than the Sheriff's arrows!

The graphics are excellent, reminiscent of Titmouse's Robin Hood although this is a crappier, better game. The animation is also well done especially to the combat sequences. A pity this game lacks any running action.

Robin of the Wood is an excellent arcade adventure. If you like shooting through traps, magic and stepping through wizard performing various magic quests, then this is the game for you.

PLAYERS' RATINGS

Graphics *******
 Graphics ********
 Use of machine ********
 Value for money ********

STAR RATING

None **★**



78

BETWEEN THE COVERS

Jane Naylor presents her selection of this month's games books.

Title:	Adventure Games for the Limited CPC 464
Author:	A.J. Brisbary
Price:	£7.95
Publisher:	Gallop

Another book about how to write games for the Amstrad, but this time it's aimed at a different game and to the CPC 464. This is a fairly new 256 page it is all by an author who manages to keep up his enthusiasm right to the last page.

Like the last book it is aimed at people who have already got a certain knowledge of BASIC and who want to get on to more ambitious, paid-for writing their own games.

Again there which are no doubt have something similar to readers of these pages. The author takes you through all the stages of designing and writing a good adventure game in four parts.

He starts off breaking down the structure of an adventure game into its essential ingredients of events, locations, commands, room descriptions, a plot and the problems that might arise from it.

view, but the actuality is perhaps to spend time looking at the basic before playing straight in with the program.

The book discusses the importance of developing a good plot and how to develop a character which will be the hero of your game, before going on to how to build it up in chapter 3. Chapter 3 contains several handy sections on immediate BASIC to illustrate the commands that will come in more useful for this purpose at 4.10. CODE TABLES.

Other subjects covered are under the format of screen, window editors and so on. Each chapter contains at least one module demonstrating the points discussed and providing useful pointers for you to use within your own program. There are also some flow diagrams to illustrate more complicated things like control flags.

Finally a complete program is provided at the

ADVENTURE GAMES FOR THE AMSTRAD CPC464

A.L. BRISBARY



book for you to start off with. It is not done with a great deal of detail, but as the author says you should know enough by then not to need your head buried too far in the sand.

I like the tone of this book it is light and humorous without being empty and witty. There is plenty of good advice here and at £7.95 it is a real buy.

Title:	Start 100 Hit Games Book
Author:	Richard Woodcock and Graham Houston
Price:	£6.95
Publisher:	Walsworth House

It's nice to see a book for a more "other" than the star 256, Spectrum's "Adventure" type collection as it is located at this book feeling quite positive about it.

It follows the usual pattern of a collection of games listings for writing in listings with instructions and files and tips. There are 20 games here, which should be enough to keep even the most jaded as they are by far the best in the two first two sets in their respective.

Originally I got one of the examples of this book, we've all had a little and one version of Chicago

Success, 1000 50 game and so on before. However, as there are not many books around for this machine, the fact that in the first I've seen it, I don't suppose it will matter too much to anyone.

Some of the are listed as which I always find are a great guide to what sort of one you are actually interested in and also some programming suggestions. Actually these seem more like an introduction because they are not really much practical help and are the sort of thing your mother might show you with looking over your

ATARI 130XE GAMES BOOK



shoulder like "Make the Game Player," "Make it Better" and "Put it into the Programmer's Page."

The price is not as dear as it should be either, but the book isn't so big. It has the best looks although it is 2 1/2 inches thick and not an extensive typeface and there are photographs that are very low quality.

With the last Melbourne Mages book I reviewed I noted about the chapters which they included with each program so that you could check the sequence of your playing in before you tried to fix the game. They have used the same idea here and I must say I think it will be a great help to readers as well as it is possible to say in a program several pages long and yet it wouldn't hurt any time.

Each game is classified,

which is quite useful so if you feel like an arcade game you look through the pages and pick out one of those called so there is quite a good range of 2D and 3D types: shooter, strategy, skill, logic and so on.

I have to admit I was rather surprised to find no really exciting strategy playing any at all in fact though, and the book is filled with them from the first page onwards. "I guess this includes the 'beginners' level."

This is quite a good book to start with and as the choice for owners of this machine is not exactly wide it will probably be quite useful. There are lots of good old classics here with thought help and advice to make the best work, a nice cover. I recommend it.

BOOKS

and gone through the different modes available, avoiding obscure positioning abbreviations and being tedious.

There is more on the disc than were defined characters, how to address non-ASCII characters and how to link characters using either the keyboard or a joystick. The explanation of the graphics screen and plots is one of the clearest I've read and is typical of the down-to-earth style that goes all through the book.

The next chapter covers high resolution graphics and some quite detailed notes such as rotating tables and screens and the last two chapters on the screen, disk, keyboard, etc. are accompanied all through the book by short listings that you can try to demonstrate the whole described in conditions made chapter complete part of a full game program listed.

fully as the book which can be kept in and checked season by season. This is a good way of learning as you go and as it means you can go with a full working program to make the book particularly good value for money.

The remaining chapters all cover the basic theory and practice of how to control characters and programming some of the features a simple and the features a simple of application giving as well as the full game listing, the JERRY key numbers and the BASIC error messages.

I like this book. It is well written and well produced, clearly laid out with helpful diagrams and listings. It is a book that doesn't make you feel like you're in a maze. It is a book that is easy to read and it is a book that is easy to use. It is a book that is easy to use and it is a book that is easy to use.

GAMES AND GRAPHICS PROGRAMMING ON THE AMSTRAD COMPUTERS CPC 464, 664 and 6128

Steve Collett



MICRO PRESS

Title: Games and Graphics Programming on the Amstrad Computers CPC 464, 664 and 6128
Author: Steve Collett
Price: £5.95
Publisher: Micro Press

This book is aimed at all the Amstrad owners who have worked their way through several books like the one just described and who want to try something a bit more original in the way of games programming.

The author is a journalist who writes for home user magazines and has experience in the field of computers. It is a very practical readable book.

The aim is to introduce and describe the graphics facilities available in these

Amstrad machines and then show how they can be applied to games programming to produce good visual effects.

The author begins by considering the essentials of good BASIC programming and shows how to structure your program well so that you don't get confused. It is the author's aim to show you how to write it, but also when you come back to your work or have a break, the second chapter looks at the screen display

S.P.U.Z.L.E.S.

TIME is slipping away. The Quest — a race against time. Time that brings change — personal growth and rebirth. Even We The Dashboard (see panel) is not your registration — a new generation of Quest fans even now has come to life. But remember: lost in space, you are registered to the presence of tonight the Magnificent.

“Welcome, traveler — will you seek refuge in my hands?” — At last — a welcoming voice — could it be that the alien there will be no time to say your

strife? No time of wit or wisdom to drink your will. You take your seat.

“And what is it that to take you, to this decade regard — for you are at the top of all that has happened. The time is mine and a soliding and upon it I swear will return. You are the quest, to discover — can the quest be helped by taking all you know to a powerful shield?”

I can I cannot I do not.

Then you are indeed fortunate, for I can help you — put you on your

way. Please, you, and add you to your quest.

“Then you know of the Quest?”

Indeed, traveler — even in those far lands, who is there who has not passed of the great Quest. For there are who have embarked upon it. I swear will return. But you are not from your objective for that is of great import for time is on your side. Every day a world — why not — refresh yourself and enjoy your strength.

How solid you return? That ship is deployed in

FRAGMENTS OF LORE FROM THE HALLS OF BORRGOT

MUCH that you were shown was of ancient lore, partly missing — on parchment paper long or later. Further information was offered — this was all you saw

which hand which right? Even so!
 every year central youth
 these streets last, the official resolution
 those report industry explanation
 demand
 from the completely
 every lived steadily vertical
 subordinates

89



every way, and besides — you may leave here

During your weeks in the halls of Borogot you learn much — tables and base pieces and various looking to eye, many or unimagined. Your boat could not have been kinder and yet? Below we show a sample of the things you were permitted to see before Borogot put you in your new clothes — breeding and playing enough enough. For the sun Your hand secures you this thing before you come

into reach of the sun you will find what you need. Potatoes of all the things that Borogot showed me for each important was not meant for your eyes, and scattered his great wealth upon the servant who permitted you to see it. Can you arrive behind at these it, way, and why?

Send line — of course for the sun!

Borogot realized that you had seen things that he wanted was ever supposed to see. Immediately detain

down — after all, he knows the importance of your power. At the end, you should be shown that of you.

I, Borogot the Magistrate ask you to remember an identity that has not sleep. Look behind and you might know! This number that I give you will send you, if you return or if we meet again beyond the walls of Time.

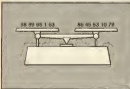
Once across, watch and listen. Until next time, We the Guardians wish you well.

43. Devine wrong systems for 5 replies
44. Enlargement of a ready handwriting

CARRY OVER

1. Sound of the battle at Antioch
2. Name again — it's a good club in this club — so a girl
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. ...
11. ...
12. ...
13. ...
14. ...
15. ...
16. ...
17. ...
18. ...
19. ...
20. ...
21. ...
22. ...
23. ...
24. ...
25. ...
26. ...
27. ...
28. ...
29. ...
30. ...
31. ...
32. ...
33. ...
34. ...
35. ...
36. ...
37. ...
38. ...
39. ...
40. ...
41. ...

It passed beyond the sides the scales of death weigh the balance?



And there shall be up and over 180015885 — 028114550

And if you should fail

A visual puzzle section. It shows a sequence of icons: a tree, a hand holding a candle, a hand holding a candle, a candle, an equals sign, a circle, a hand holding a candle, and a fish. Below this is another sequence: a target icon, an equals sign, a box containing the letter 'O', another equals sign, a box containing the number '7', a box containing the number '1', a box containing the number '1', and a box containing the Roman numeral 'IX'.

GIANT ACROSS

1. ...
2. ...
3. ...
4. ...
5. ...
6. ...
7. ...
8. ...
9. ...
10. ...
11. ...
12. ...
13. ...
14. ...
15. ...
16. ...
17. ...
18. ...
19. ...
20. ...
21. ...
22. ...
23. ...
24. ...
25. ...
26. ...
27. ...
28. ...
29. ...
30. ...
31. ...
32. ...
33. ...
34. ...
35. ...
36. ...
37. ...
38. ...
39. ...
40. ...
41. ...



Program 2

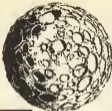
1 REMARKS,DTIME 0=0000
 2 REMARK POUND SIGNATURE
 3 REMARK ## "Quatre"
 40 #0,0,0
 50 #0,0,0
 60 #0,0,0
 70 #0,0,0
 80 #0,0,0
 90 #0,0,0
 100 #0,0,0
 110 #0,0,0
 120 #0,0,0
 130 #0,0,0
 140 #0,0,0
 150 #0,0,0
 160 #0,0,0
 170 #0,0,0
 180 #0,0,0
 190 #0,0,0
 200 #0,0,0
 210 #0,0,0
 220 #0,0,0
 230 #0,0,0
 240 #0,0,0
 250 #0,0,0
 260 #0,0,0
 270 #0,0,0
 280 #0,0,0
 290 #0,0,0
 300 #0,0,0
 310 #0,0,0
 320 #0,0,0
 330 #0,0,0
 340 #0,0,0
 350 #0,0,0
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 380 #0,0,0
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BBC

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 1000 #0,0,0



MOON BUGGY

By William Frew

P.O. BOX 11
MUSKIE

10 RUN Moon Buggy
20 RUN By William Frew
30 RUN October 1st 1983
40 :
50 HOME?
60 MOUNTY,BOGO By R,B,B
70 PROCodeFunt
80 PROConstruct
90 HOME?
100 MOUNTY,BOGO By R,B,B
110 PROCharacters
120 HOME?
130 CHN()PROG()

140 :
150 DEFPROConstruct
160 PRINTTAB(1,1),11084941044131"Moon
Buggy"
170 PRINTTAB(1,2),11084941044131"Moon
Buggy"
180 PRINT CHR(13)"Stranded on the moon
n after an aborted"
190 PRINT CHR(13)"space mission, you're
wrecked through the"
200 PRINT CHR(13)"hazardous terrain on
your buggy. You"
210 PRINT CHR(13)"have to find food."
220 PRINT CHR(13)"There are 20 different
k sheets, so each"
230 PRINT CHR(13)"sheet there are 5 no
return sheets and"
240 PRINT CHR(13)"making the code for
previous sheets."
250 PRINT CHR(13)"From the fifth sheet
onwards there is a"
260 PRINT CHR(13)"another monster sheet
to be out to kill"
270 PRINT CHR(13)"you. If you run into
any of the sea"
280 PRINT CHR(13)"monsters, you will
lose one of your"
290 PRINT CHR(13)"three buggies."
300 PROSpace
310 CLR
320 PRINT CHR(13)"If you start to ru
n out of fuel, you"
330 PRINT CHR(13)"can gain more by run
ning over a fuel"
340 PRINT CHR(13)"can. If you complete
all the sheets,"
350 PRINT CHR(13)"you get an extra 100
000, and then go"
360 PRINT CHR(13)"back to sheet one."

In Moon Buggy you have to move around the surface of the moon collecting fuel and fuel containers before you get caught by space monsters or lose all of your fuel. From level five on you've got five monsters called the BEASTS. You'll find 15 on the moon and the 100 go anywhere on the screen. There are 20 different sheets to do and if you complete them all you will receive an extra 1000.

Buggy and they'll proceed to eat you again. There is an option of jumping, and you are able to freeze the game, add turns to the count on and off. If your score is in the top eight you will be asked to enter your name in the top 100 of MOONBUGGY. To see the game type in being one and save it as MOONBUG, then the second listing will save it as MOONBUG.

370 PRINT CHR(13)"In order to complete
a sheet, you must"
380 PRINT CHR(13)"collect all of the fo
od containers on"
390 PRINT CHR(13)"the screen and go to
the exit in the"
400 PRINT CHR(13)"right hand wall."
410 PROSpace
420 CLR
430 PRINT
440 PROCentre(108494131)"to save your b
uggy use"
450 PRINT PROCentre(108494131)"A ... Le
ft ... Right"
460 PRINT PROCentre(108494131)"B ... De
sc ... Up"
470 PRINT PROCentre(108494131)"Other Co
ntr(13)"
480 PRINT PROCentre(108494131)"D ... Be
hind D14 M ... Behind D1"
490 PRINT PROCentre(108494131)"CTRL ...
Press ... Shift ... Ctrl(13)"
500 PRINT PROCentre(108494131)"J ... Key
s to joystick toggle"
510 PRINT PROCentre(108494131)"K ... Joy
stick to keys toggle"
520 PROSpace
530 ENDPROC
540 :
550 DEFPROCharacters
560 COLORM(PRINTTAB(8,4)"CHARACTERS"
570 COLORM(PRINTTAB(8,5)CHR(13)"MALL
"
580 COLORM(PRINTTAB(8,6)CHR(13)"BUSH
"
590 COLORM(PRINTTAB(8,7)CHR(13)"FUC
K CHARACTER"
600 COLORM(PRINTTAB(8,8)CHR(13)"SEE
KER"


```

610 COLOUR=PRINTAB#6,1510PRG234" NON
STOP"
620 COLOUR=PRINTAB#6,1710PRG235" FUE
L CONSUMED?"
630 COLOUR=PRINT "PRESS SPACE TO LD
AD"
640 REPEAT UNTIL GET=32
650 ENDPROC
660 :
670 DEFPROCspace
680 PRINT CHR$(32) " Press the
SPACEBAR to continue"
690 REPEAT UNTIL GET=32
700 ENDPROC
710 :
720 DEFPROCaster1(AB)
730 PRINTAB(19)-(1,200)GOTO 66
740 ENDPROC
750 :
760 DEFPROCdface
770 VDU3,224,577,627,660,624,630,660,
677,630
780 VDU3,225,660,677,660,630,624,660,
627,677
790 VDU3,226,667,640,676,676,676,676,
640,667
800 VDU3,227,667,640,676,667,667,676,
640,667
810 VDU3,228,66,610,677,640,640,640,6
76,66
820 VDU3,229,610,624,676,624,676,640,
640,676
830 VDU3,230,676,676,676,66,667,667,6
67,66
840 VDU3,231,667,630,676,630,630,676,
667,630
850 VDU3,232,630,630,630,630,630,630,
647,630
860 VDU3,233,666,666,667,660,667,610,
666,630
870 ENVELOPE1,4,70,-15,-15,10,20,20,17
4,0,0,-126,126,126
880 ENVELOPE2,2,12,-6,20,0,0,0,0,0,-
70,126,0
890 ENVELOPE3,1,70,0,0,70,10,0,126,0,0
-126,126,126
900 ENVELOPE4,1,20,0,-20,0,70,20,0,126,0
0,126,126,126
910 ENDPROC
)
10 PROCaster1
10 HOME?
10 PROCread
40 IF Press THEN PROCread
10 REPEAT
40 PROCtoVDU3(0,0,0,0,0,0)
70 #VDDO
80 PROCdface
90 REPEAT CLR
100 VDU V,(1,200)GOTO 66
110 IF NOT done Then=120 ELSE Fast=100
120 PROCscreen
130 PROCcolor
140 PROCchart
150 REPORT
160 PROCmove
170 PROCaster1
180 IF sheet=5 OR done THEN PROCmove
)
190 UNTIL dead OR not
200 IF dead THEN PROCread ELSE PROCmove
)

```

```

210 IF laggy=0 THEN overTIME
220 UNTIL over
230 COLCLR
240 FOR J=1 TO 10
250 PRINTAB(10),200)GOTO 6 AND DV
E 37,6,13
260 PROCast(0,0)
260 NEXT
270 PROCast(0,0)
280 PROCtoPROCtab
290 UNTIL FALSE
300 :
310 DEFPROCmove
320 GO TO 6 AND 37,6,13
330 COLCLR

```



```

340 IF IMKEY=2 THEN REPEAT UNTIL IMKEY
=-1
350 IF IMKEY=00 AND key THEN key=FALSE
360 IF key THEN PROCkeyboard GOTO PROC
keycheck
370 IF ax=0x3 AND ay=0 Y THEN ENDPROC
380 fuel=fuel-1
390 IF fuel=0 THEN SOUND(1),20,1
400 IF fuel=0 THEN dead=TRUE:ENDPROC
410 COLOR0
420 IF area(x,y)=0 THEN SOUND(3,3,20,
3)
430 IF area(x,y)=0 THEN SOUND(3,4,10,
3)
440 IF area(x,y)=0 PROCcheck
450 area(x,y)=0
460 PRINTAB:ax,ay: " "
470 COLOR0
480 PRINTAB:ax,ay:score:TAB(15,2):fuel:
" "
490 COLOR0
500 PRINTAB:ax,ay:stay
510 IF ax=0:ENDPROC ELSE IF area(x,y
)=0 AND rx=0:score=score+1:score=TRUE:
ELSE IF area(x,y)=0 AND rx=0:dead=TRUE
520 ENDPROC
530 :
540 DIFFPROCkeyboard
550 FOR A=0 TO 5
560 IF x=score(B,A) AND y=score(1,A) dea
d=TRUE:ENDPROC
570 NEXT
580 IF shot=4 AND x=score(B,6) AND y=
score(1,6) dead=TRUE:ELSE IF score AND x=
score(A) AND y=score(1,6) dead=TRUE
590 ENDPROC
600 :
610 DIFFPROCkeyboard
620 IF IMKEY=00 AND area(x=1,y=1)=0 T
HEN ax=0:1=0:ay=0:CH=0:2=0:ENDPROC
630 IF IMKEY=02 AND area(x=1,y=1)=0 T
HEN ax=0:1=1:ay=0:CH=0:2=0:ENDPROC
640 IF IMKEY=07 AND area(x,y=1)=0 T
HEN y=0:1=0:ay=0:CH=0:2=0:ENDPROC
650 IF IMKEY=73 AND area(x,y=1)=0 T
HEN y=0:1=1:ay=0:CH=0:2=0:ENDPROC
660 ENDPROC
670 :
680 DIFFPROCkeycheck
690 AX=AXVAL(1)B1Y056
700 AY=AYVAL(2)B1Y056
710 IF AX=0 AND area(x,y)=0 THEN
M=0:0=0:ay=0:CH=0:2=0:ENDPROC
720 IF AX=0 AND area(x,y)=0 THEN
M=0:0=0:ay=0:CH=0:2=0:ENDPROC
730 IF AX=0 AND area(x,y)=1:0 THEN
M=1:0=0:ay=0:CH=0:2=0:ENDPROC
740 IF AX=0 AND area(x,y)=1:0 THEN
M=1:0=0:ay=0:CH=0:2=0:ENDPROC
750 IF AX=1 AND area(x,y)=0:0 THEN
M=0:1=0:ay=0:CH=0:2=0:ENDPROC
760 IF AX=1 AND area(x,y)=0:0 THEN
M=0:1=0:ay=0:CH=0:2=0:ENDPROC
770 DIFFPROCdefLine
780 show=FALSE
790 ax=0:CH=0:2=0
800 show=1:1:key=TRUE
810 buggy=0:score=0
820 ENDPROC
830 :
840 DIFFPROCscoreAtrr
850 dx=2:rnd(4)
860 rx=0:0=0
870 ay=score(B,RC):y=score(1,RC)

```



```

880 ax=0:RC=score(B,RC)+dx:0=0 AND ar
ma(x=0,y=0)=0:0=1:1=dx:0=0 AND area(x=0,y
)=0:1=1
890 ax=1:RC=score(1,RC)+dx:0=0 AND ar
ma(x=0,y=0)=1:1:1=dx:0=0 AND area(x=0,y
)=0:1=1
900 PRINTAB:ax,ay:0
910 IF area(x,y)=0 THEN vx=0,2,20
0 ELSE IF area(x,y)=0 THEN vx=0,1,2
20 ELSE vx=0
920 PROCcheck
930 vx=0,2,21,ax=0,RC,ax=0,RC,221
940 ENDPROC
950 :
960 DIFFPROCdeath
970 y=score(1,6)
980 ax=score(B,6):ay=score(1,6)
990 IF y=0:1=0 THEN ENDPROC
1000 IF ax=score(1,6)=0:0:0:score(1,6)=y
0 THEN PROC:ax=0:1:ELSE PROC:ax=0:1
1010 PRINTAB:ax,ay:0
1020 IF area(x,y)=0:1 THEN vx=0,1,17
,231,270,17,120 ELSE IF area(x,y)=0:2
THEN vx=0,1,2,220 ELSE IF area(x,y)=0
THEN vx=0,1,220 ELSE vx=0
1030 vx=0,1,2,31,ax=0,6,ax=0,6,220
1040 IF ax=0,6:1:0 AND score(1,6)=2: THE
N dead=TRUE
1050 ENDPROC
1060 :
1070 DIFFPROCstart
1080 SOUND(3,40,3)
1090 ax=0,6:1=score(B,6)+0:0:0:0:0:0:0:0:0
1100 ENDPROC
1110 :
1120 DIFFPROCoverLine
1130 SOUND(3,80,3)
1140 ax=1,6:1=score(1,6)+0:0:0:0:0:0:0:0:0
1150 ENDPROC
1160 :
1170 DIFFPROCdead
1180 buggy=buggy+1
1190 FOR score=70 TO 50 STEP-1
1200 SOUND(4,ax,ax,1)
1210 NEXT
1220 PROC:ax=0:0:0
1230 IF ax=0 AND ax=0 THEN PROC:ax=0
1240 ENDPROC
1250 :
1260 DIFFPROCscore
1270 ax=score(B,RC)
1280 COLOR:PRINTAB(1,6):"HEAT " :score
"-" : "COMPLETED"
1290 FOR score=50 TO 70
1300 SOUND(4,ax,ax,1)
1310 NEXT
1320 PROC:ax=0:0:0
1330 GOTO 6
1340 FOR C=0 TO 8 STEP-1
1350 "APPE=1:0:0:0:0:0:0:0:0:0
1360 GOTO:0:0:0:0:0:0:0:0:0

```


3D



SPACE CHASE

By Nigel Sharp

Space Chase features 3-D color three-dimensional graphics including scoring flags and 3-D speed stripes.

You are controlling a group of cargo ships that are known to be attacking the planetary defense stations in a poor city in Ontario as early as you can.

The cargo ships (the enemies) are small, colorful ships, so you must shoot them quickly before you pass by.

To protect the store cargo ships they form a group of "clutter."

The fighters are faster than the enemies though not as fast as your ship — so you have to get in right time and shoot them. But the fighters have near guns that they shoot you back on to "clutter."

Your ship can take several hits, but watch out for collisions and running into the debris that is left over from the destroyed ships.

Notes

Type in lines 9460 onwards first, and check them, before typing in the rest of the program.

Errors will be reported in a non standard manner as error line and number. The message associated with the number can be found in appendix VIII of the user manual.

800 END *****
110 END +
120 END + 3D Space Chase +
130 END +
140 END + Written By +
150 END + Nigel Sharp +
160 END +
170 END *****

180 IN 8080 8070 2420
190 IN 8080 8000 2440
200 END 240 Initialization
210 END 490 Instructions
220 END 770 New game
230 END 810 Missiles

240 END 210
250 END Initialization
260 END 2100 TIME
270 END 210
280 END +0 TO 100000 01000001
290 END +0 TO 10000 0100001
300 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1
310 END 1,1,1,1

320 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
330 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
340 END +0 TO 10000 0100001
350 END 1,1,1,1,1
360 END +0 TO 10000 0100001
370 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
380 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
390 END +0 TO 10000 0100001
400 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1

410 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
+1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
420 END -1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
430 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
+1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
440 END +1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
450 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
460 END +0 TO 10000 0100001
+00000001
+00000001

470 END 210
480 END Instructions
490 END 490 490 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
+1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
500 END 1
510 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
520 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
530 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
540 END 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1



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13	14	15

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 Signature _____ Date _____

COMPETITION

RESULTS

Did you win the Aries 1000
 personal stereo in our
 first site job? Well,
 that's what for Decision
 Day!

To enter the competition
 you had to match up the
 clues with the correct pun.
 Below are your clues to do in
 the game based on Starburst
 words which is coming soon
 from Peter Dinklage! The
 answers are:

1. What's green, baby and
 goes up and down?
 A. (a) A greenery in a talk
 B. (a) It's blue, yellow and
 very dangerous?
 A. (b) I work collected
 C. (a) It's a blue, white and
 would turn you if it fell?
 A. (c) A frog wearing jeans
 4. What do you call a
 Southernly girl, down &
 come back?
 A. (a) A stick
 B. What do girls wear now?
 A. (a) Light jeans

5. What you call a chicken
 with a white on her face?
 A. (a) It's a bird
 7. What's green, but goes
 red as the tip of a needle?
 A. (a) A frog in a jacket
 8. What's a fish, variety and
 dangerous?
 A. (a) A stick in a tree with
 a machine gun
 9. What do sheep and
 bats have in common?
 A. (a) They both live in trees
 10. What's green and taps
 on glass?
 A. (a) A frog in a sweater

The winner is if you
 did the puzzle who lives in
 London and won with the
 following clue that he had
 to send in as a clue:

What animal has two
 heads and is found in the
 World War?
 Answer: A hot mule

It was a difficult clue

also as there were 100000
 entries, guess what? In
 ending many we could
 never give! Here is a small
 selection and the winner
 that sent them in:

What did the baker stop
 behind tonight?
 A. Because he was tired of
 the hot business (Simon
 Wright, Essex)

What happens to sheep
 parked there?
 A. They go, they away
 (Jonathan, Hampshire)

What do you call a rat
 with no area of legs in the
 pen?
 A. Not there, Day New
 Sign (Scotland)

What did the electrician
 tell me when he arrived
 home last?
 A. How you (Andrew J.C.
 Harris, Cleveland)

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